

BUBSY I & II

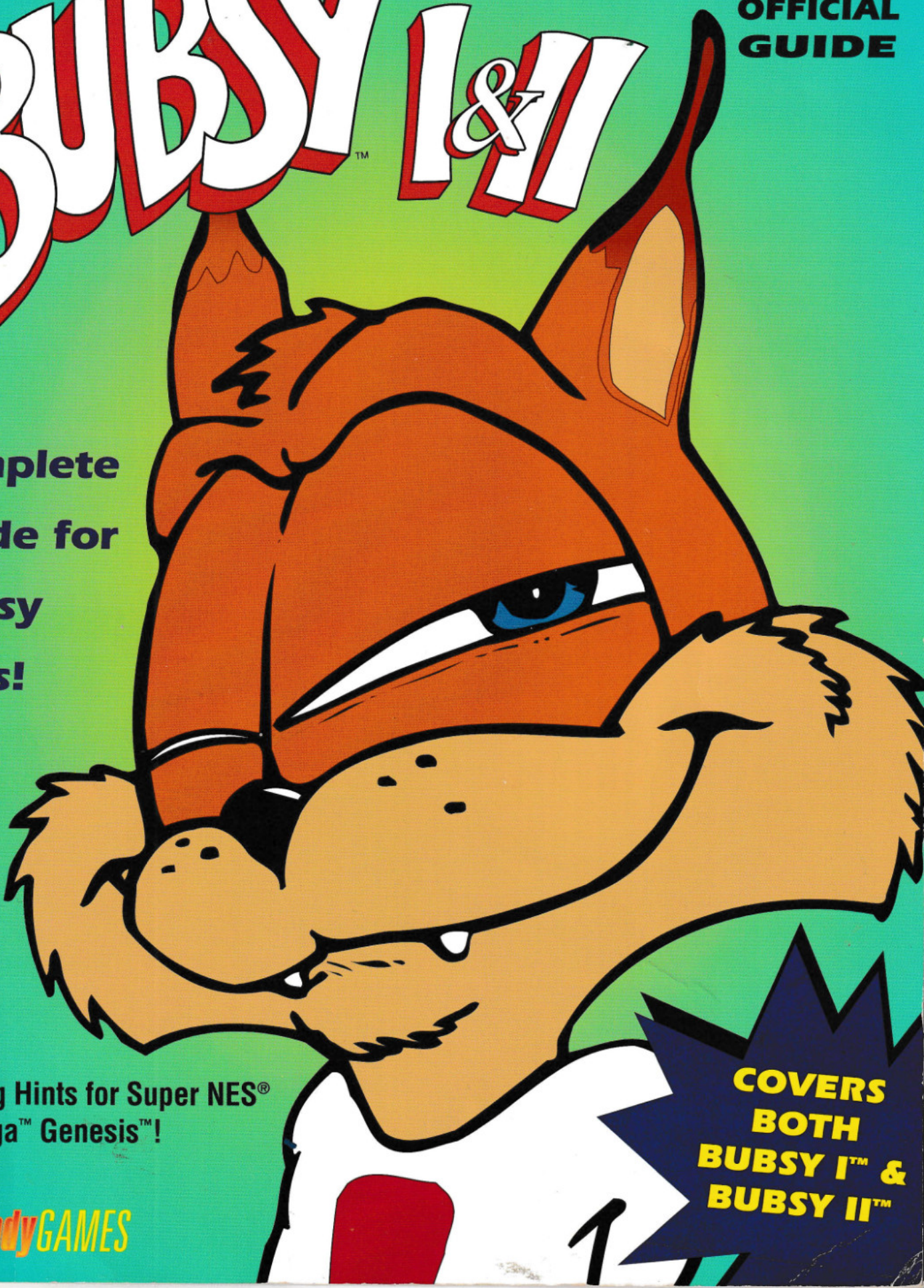
ACCOLADE
OFFICIAL
GUIDE

The
Complete
Guide for
Bubsy
Fans!

Winning Hints for Super NES®
and Sega™ Genesis™!

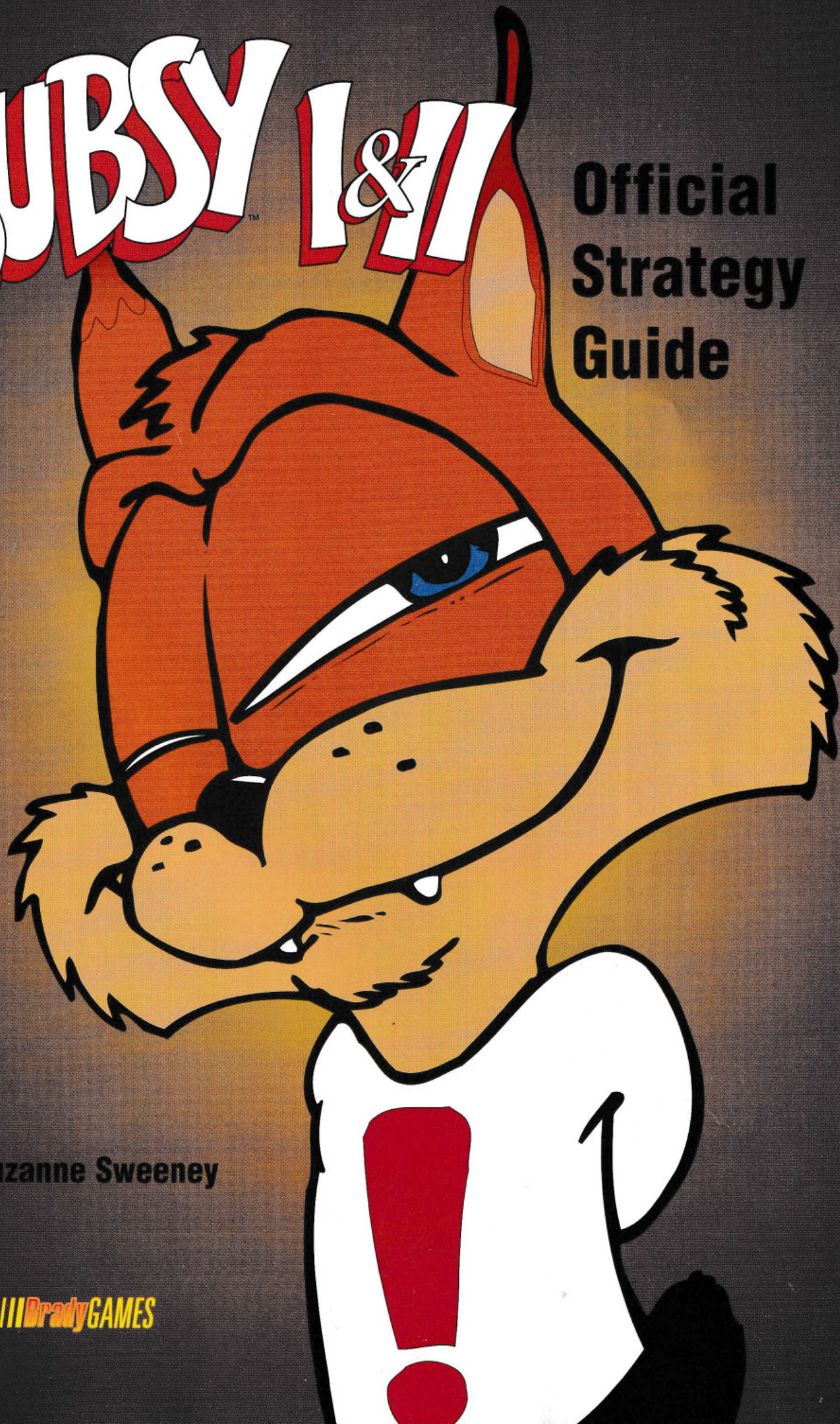
BradyGAMES

COVERS
BOTH
BUBSY I™ &
BUBSY II™



BUBSY 1 & 2

Official Strategy Guide



By Suzanne Sweeney

BradyGAMES

Copyright © 1994 by Brady Publishing

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES

Legal Stuff

Bubsy™ in: Claws Encounters of the Furred Kind™ and Bubsy II™ are trademarks of Accolade, Inc. Licensed by Sega Enterprises, Ltd. All rights reserved.

Sega™ Genesis™ is a trademark of Sega Enterprises, Ltd. All rights reserved.

Super Nintendo Entertainment System® is a registered trademark of Nintendo of America, Inc. ©1994 Nintendo. All rights reserved.

Brady Publishing

A division of
Macmillan Computer Publishing
201 West 103rd Street
Indianapolis, Indiana 46290

ISBN: 1-56686-220-5

Library of Congress Catalog No.: 94-078784

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 94-1 shows that the first printing of the book occurred in 1994.

97 96 95 94

4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: The author and publisher of this book have used their best efforts in preparing this book and the programs contained in it. These efforts include the development, research, and testing of the theories and procedures to determine their effectiveness. THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

Credits

Publisher

Rick Ranucci

Managing Editor

Debra Kempker

Acquisitions Manager

Sarah Browning

Project Editor

Tim Cox

Development and Copy Editor

Don Eamon

Technical Editor

Accolade

Associate Editor

Debra McBride

Designer

Kevin Spear

Imprint Manager

Kelly Dobbs

Marketing Coordinator

Monica Cronin

Production Team

Gary Adair, Dan Caparo, Brad Chinn, Kim Cofer,
David Dean, Cynthia Drouin, David Eason,
Erika Millen, Beth Rago, Karen Walsh, Robert Wolf

Contents

Introduction	5
--------------------	---

Part I: Bubsy: Claws Encounters of the Furred Kind

Cat Moves	15
Power-Ups	17
Village	19
Carnival.....	27
Canyon	39
River	55
Forest	67
Woolie Boss.....	75

Part II: Bubsy II

Cat Moves, Too!	81
Power-Ups: The Sequel	83
Amazatorium Level Map	88
Aerial	90
Egypt	95
Medieval.....	99
Music.....	105
Space Pirates	111
Frogapult	117
Armadillo Drop	119
Liquid Lunacy	121
The Pig Boss, Oinker P. Hamm	123

Introduction: Evolution of a Bobcat

Bubsy Bobcat bursts onto the video game scene with a vitality, a freshness, that is absolutely contagious. Outrageous, spontaneous, charming... clueless, he grabs you by the heart and just won't let go—ow! Let go. Okay, let go. LET GO. A-hem.

His first game, *Bubsy: Claws Encounters of the Furred Kind* from Accolade, Inc. in San Jose, California, has sold over 500,000 copies and his next game, *Bubsy II*, promises to be even more of a smash. Join us now as we take a look at the soaring career of this shining new video game super megastar and feature personal comments from the Fabulous Furry One himself.



The History of a Video Game Super Megastar

Video game designer Michael Berlyn has a dream about a smart-aleck wildcat tossing off one-liners in the privacy of its desert-cave home. Mumbling something about "no more wasabe with my sushi," Berlyn rolls over and goes back to sleep. 1991

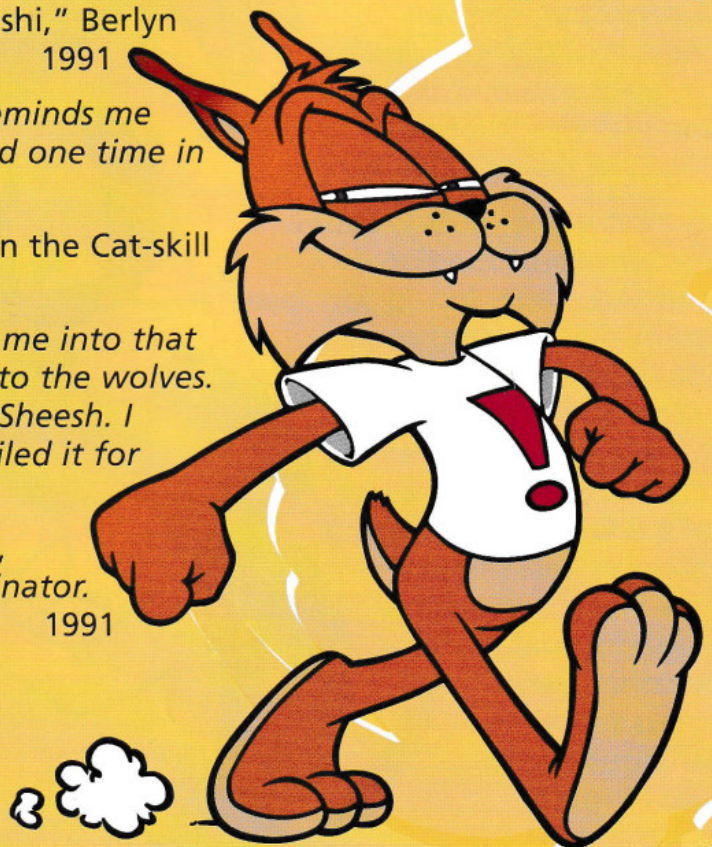
"Hey, that was me! Jeez, spooky. Reminds me of an out-of-bobcat experience I had one time in Sedona, Arizona."

Stand-up gigs at the KomedY Klub in the Cat-skill Mountains. 1991

"My agent, Stanford Blum, booked me into that dive. I was an artiste being thrown to the wolves. And, then there were the hecklers. Sheesh. I couldn't take the cat-calls. I high-tailed it for the West Coast after that."

Cameo film appearances: *Cat Balou*, *Midnight Meow-boy* and *The Furminator*.

1991



"DOGS. All of those films. Bow wow wow. And you know how I feel about dogs. What a mistake."

Discovered at a used car commercial audition by Accolade Producer, John Skeel.

1991

"He said I had the charisma, the look, and the motor reflexes he needed to make the project work. And he mentioned he couldn't find anyone else...."

Bubsy I video game released. April 1993

"A time of great personal satisfaction and professional contentment... until I took a look at the check."

Bubsy Bobcat: "What Could Possibly Go Wrong?"

Animated TV special

Thanksgiving 1993

"One of the happiest times of my life, goofing off on the set with my fellow artistes. We had some production problems—I kept eating all the turkeys."

Highly anticipated release of Bubsy II

October 1994

"My finest work to date. I'd like to thank the Academy...."

Well, thank you, Bubsy Bobcat, for your recollections from the heart. But that's all we have time for now.

Bubsy, your talent and vision pleases us all, making you the cat's pajamas in every game player's book. Truly. (Hey, Wordsworth, knock it off, yer makin' me sick over here. What a chowderhead. D'ya owe me money or something?)



The Bubsy I Story: Claws Encounters of the Furred Kind

Once upon a time in a pretty huge bit of space far, far away, an unknown presence threatened to shred reality as we know it. They were Woolies, an alien race that had one goal known throughout several galaxies. They wanted the Earth's supply of yarn. They wanted it real bad.

On Planet Rayon, home world of the Woolies, the twin queens, Poly and Ester, were plotting their next wool conquest. They talked with their astronomers to find a suitable new planet, ripe for the picking. Gazing through a yarnoscope, Poly and Ester discover our hero, Bubsy Bobcat, as he playfully frolicked through his sizable yarn ball collection, unaware of the danger from afar.



The twin queens were beside themselves with excitement. Stitching their plans carefully, they set out for Earth in their flying saucers of silk. There wasn't a moment to lose. All that wonderful wool was just waiting for them.

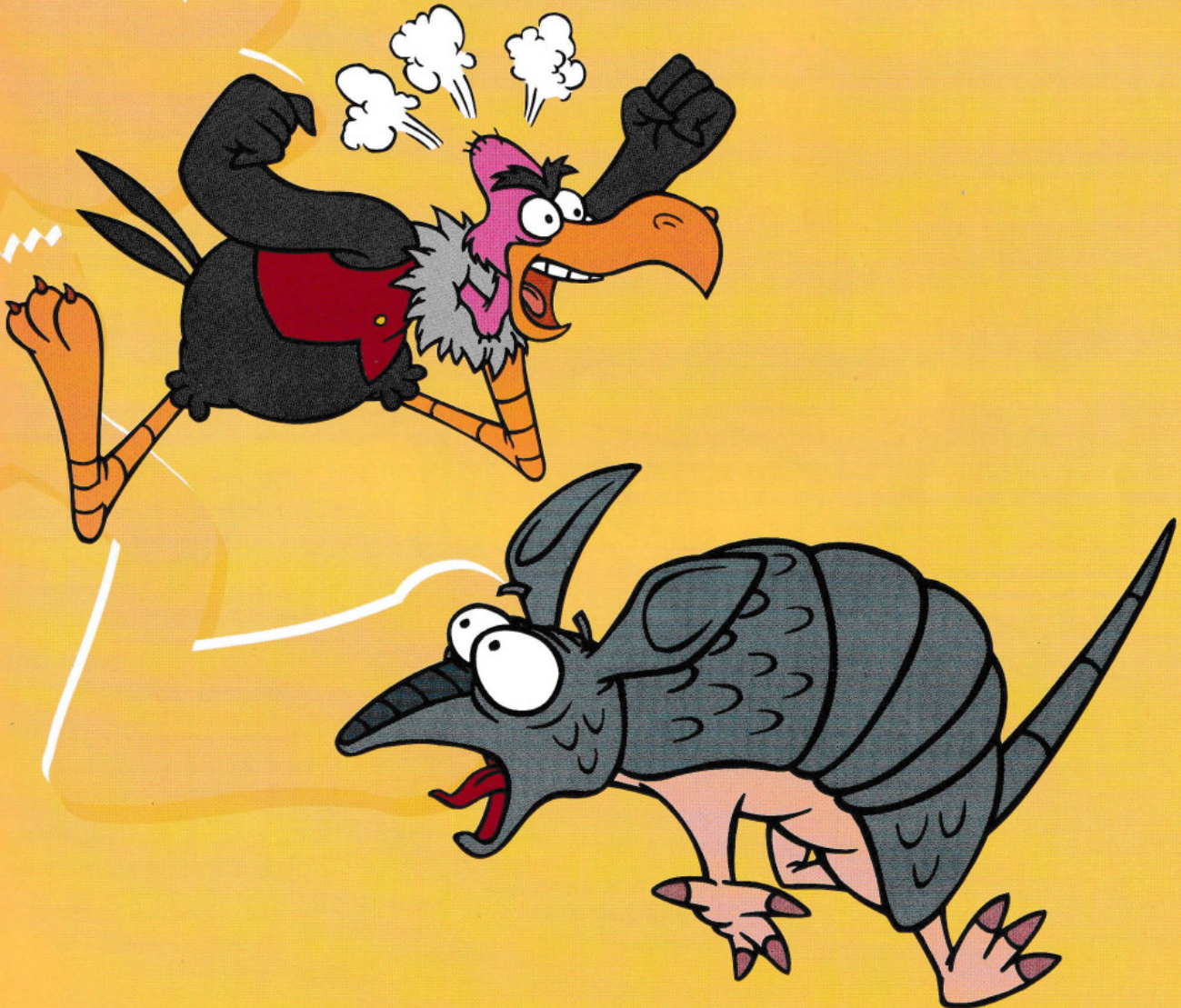
Poly and Ester struck quickly, separating Bubsy Bobcat from his beloved yarn balls before he even knew what hit him.

"Woolie what? Hey, where's my wallet? I can't find my keys!"

After traveling a great distance, the Woolies dumped our hero on the ground like a bag of lawn clippings. Tired, lost, and hungry, he made his way back home with only one thought on his mind.

"Those @#! Woolies nabbed my lunch!"*

So began the great adventure of Bubsy Bobcat in *Bubsy I: Claws Encounters of the Furred Kind*.



The Bubsy II Story

In a large, laboratory, a genius scientist, Dr. V. Reality, works madly as the incredibly wealthy entrée-preneur, Oinker P. Hamm, stands over him, looking on in delight. Virgil sits on a dictionary placed on two phone books that rest on a lab stool. His feet swing wildly under his chair as he concentrates on his latest test results. Research notes are sitting around him on the table and in other parts of the room. Foul-smelling liquids hiss and boil messily in various beakers in front of him. The fossilized remains of an anchovy-pineapple pizza...

"Hey! So, it's the maid's day off. What's your point?"

Virgil scrambles down from his stool and shuffles across the room to a massive electronic device. This monster, er, master invention doesn't slice and dice. Oh, no.

WOMPUM, the World Origination and Matter Projection Unification Machine, simply simulates history, or it *will*, Virgil thinks to himself, after this very last test.



Virgil's paw rests lightly on a switch labeled WOMPUM ACTIVATOR. His other paw twists the dials and pushes the buttons necessary to begin the activation sequence. When the machine is ready, Virgil and Hamm put on pairs of SunBlockers. Virgil throws the switch, filling the laboratory with an intense flash of white light. When the light disappears, Virgil and Hamm remove their protective shades.

"Great shades of Einswine," yells Hamm, "I've done it!"

"But Oinker, it doesn't work," Virgil says.

"Nonsense, my boy, look around. Perfect simulations."

Virgil disagrees. "But you see, the ice cube tray I used for the reality toaster has warped the input of the acquisition baster causing a massive influx of carbonated reality particles...."

"WHAT are you saying?"

Waving the blank pages of an Egyptian history book under Hamm's snout, Virgil cries, "We're not simulating history! The WOMPUM is stealing it!"

"Mmmm. No problem. We just raise the ticket price."

In the wink of an eye, Hamm announces the opening of a Dr. V. Reality Estate, to be known as the *Amazatorium*. In one quick feat, Hamm hogs all the airwaves and invites the entire world to attend the grand opening. Television and radio ads tout the endeavor as the ultimate amusement pork, brought to a thrill-hungry nation by Oinker P. Hamm and those fun-lovin' folks at the Porker Brothers Game Company.

Meanwhile, across town in a hip, yet cutting-edge sophisticated adobe abode, Bubsy Bobcat is engaged in an animated conversation with his niece and nephew, Teresa and Terrance, The Bubsy Twins.

"No, No, a thousand times, NO!"

"Aww, pleeez, Bubsy-wubsy. Please take us to the Amazatorium. We'll brush, we'll wash behind our ears, we'll even stop coughing up hairballs on the neighbors.

"You'd really do all that? I mean NO!"

"PU-LEEEEEZZ?"

"I hate tag-team begging. It's impossible to say no."

Bubsy finally gives in, bringing an end to the Twins' cat-erwauling. Peace reigns once more in the ol' Bubster household. The Twins, always helpful, put the Amazatorium Opening Day date on Bubsy's calendar. Bubsy manages to talk his friend Arnold Armadillo into joining them on the trip. Bribery doesn't hurt much, either.

Finally, the day arrives. Bubsy, Arnold, and the Twins approach the Amazatorium and stand, totally alone, at the front gate. After more than a few extended pauses, the bobcat becomes suspicious.

Distracted by this development, Bubsy asks his pal, *"Hey Arnold, when does this place open?"*

"Let's go in now. I hate standing in line." Terri says to her twin as she picks up Bubsy's toy-bag. Terry agrees, breaking into a huge grin. Then, using the bolt-cutting attachment on Terry's Swiss Army knife, the Twins break into the Amazatorium, quickly disappearing inside.

Arnold is concerned. "Lawsuit."

Bubsy is bewildered, but determined to act. *"Hey, they have our lunch in that bag! We have to find them before they get to the potato salad. C'mon, Arnold!"*

Arnold isn't so sure. "Major lawsuit."

Inside the Amazatorium, the Bubsy Twins overhear Oinker P. Hamm's fiendish plan to steal all the world's history and make a fortune doing it.

Will the Bubsy Twins foil Oinker P. Hamm's evil plot? Or will Bubsy Bobcat, in his effort to save the potato salad, unwittingly save the day instead?

So begins the hackle-raising, claw-biting, somewhat, but not totally, annoying further adventures of Bubsy Bobcat in Bubsy II.



Controlling the Game— Super NES

<i>Button</i>	<i>Effect</i>
X	Access toys
Y	Glide
A	Use selected toys
B	Jump, plus control pad (right or left) to move through the air
Up/Down	Look up and down

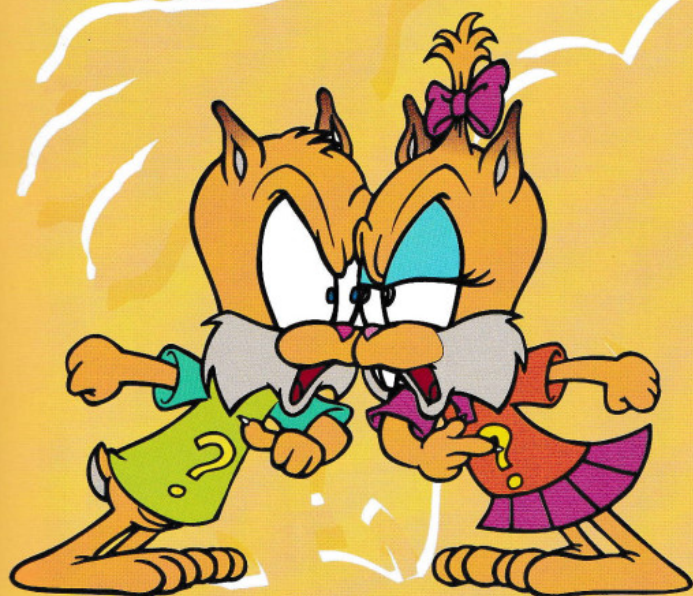


Controlling the Game— Sega Genesis

<i>Button</i>	<i>Effect</i>
A	Jump, plus D-pad (right or left) to move through the air
B	Glide
C	Use selected item; Down plus C button changes selected item for use
Up and Down	Look up and down

*The Genesis version of Bubsy shows 25% more of the game play area per screen and features more vivid colors than the Super NES version.





Cat Moves



In this game, the one move worth its weight in yarn balls is the hop and glide combination. Pressing the Jump button gives you lots of height, but little control on the way down. Also, if you jump from a great enough height without using glide, you can smash into the ground when you land. Pressing the Glide button makes you jump low, but you can't use the glide to clear

high obstacles. By using a strategically placed hop-and-glide move, you can take out some of the most determined bad guys—namely, the Woolies! *(Take that, ya yarn stealer!)*

Practice rocking your thumb between the jump and glide buttons to perfect the move. Keep the ball of your thumb on Jump, using it to take off. Then, rock your thumb forward to glide once you're in the air. Use the controller to determine where you travel. (Ya know, I learned all these serious stunt moves from my close, personal friend Chuck Norris. Suuure. I just a called him and said, "Hey, Chuckie baby. Doin' a video game, drop by around one, we'll grab some tacos, and you can show me some of those white-hot film moves you do." Eh—what's that? Get back to the guide? Oh, all right.)



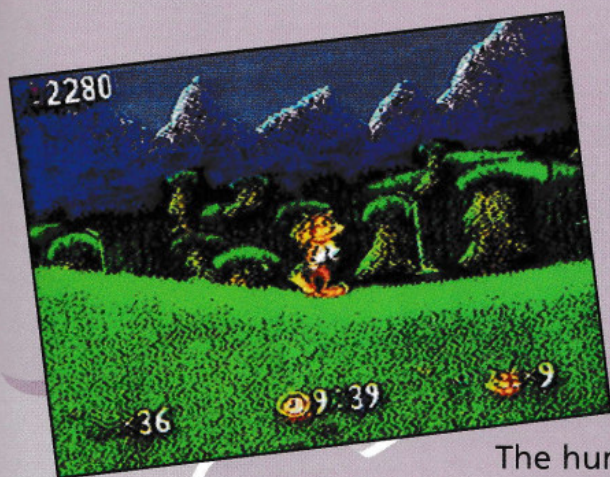
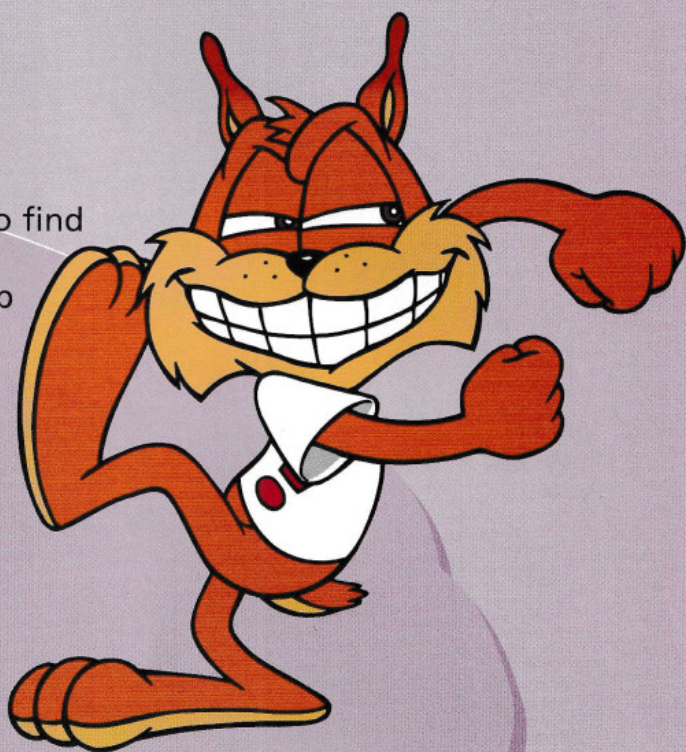
Tip:

When hopping and gliding onto several enemies in a row, keep the Glide button pressed down. Use the controller to position your glide after bouncing back from bopping an enemy. (You can thank Chuck for that one, too. Okay, O-kay! Moving right along...)



Power-Ups

Knowing what Power-Ups are available, where to find them, and how to get them can save Bubsy (and you) plenty-o-grief. Here, you learn the Power-Up basics—read it! The following stuff just may save a certain bobcat from running out of lives...



T-Shirts!

The humble T-Shirt is so much more than a fashion statement for Bubsy. (*You're telling me. It's my only fashion statement!*) Collecting them throughout the game can mean extra lives and extra powers to you and the bobcat. Strive to collect the humble T-shirt in all its following styles.

Numbered

Collect as many Numbered Power-Ups as you can. The number on the shirt equals the number of lives the shirt is worth. Extra lives mean extra chances to get through the end of the game. (*Who says nine lives is enough? More, gimme MORE!*)





Black

So basic, so chic, so powerful. A real power-color for a fabulous feline. (I know what you mean. Black speaks to me: "Everything I own matches." "I know just what I'm gonna wear tomorrow." "Stain? What stain?" Yep. That's what it says, all right.) But only you will know just how cutting edge you look, because when you put on one of these shirts, you are Invisible. Hop, glide, and stomp all the Woolies you want. They won't see you, and neither will their buddies.

Flashing

A T-shirt with a flashing exclamation point is a special find. Put it on and transform yourself into (Bubsy the INVINCIBLE Bobcat! Yesss!) a serious threat to the Woolies and their buddies. While the shirt is flashing, run through them like they were made of thin air. (Watch out for the regular threats to life and limb, though—water, sharp stuff, and so on.)



Continue Ring

It may seem obvious to grab these when you see them. Tell you why, anyway. If you lose your last life and you've grabbed a Continue Ring, you'll start on the same level where you lost that last life. Imagine how unbelievably happy you'll be to know that you're returning to, say, Chapter 14, instead of the Village, again. (NOOOO! Not the Village. Anything. I'll do anything. I'll say anything, even the cheesy stuff. Just don't make me go back to the Village. Puh-leeeez...)

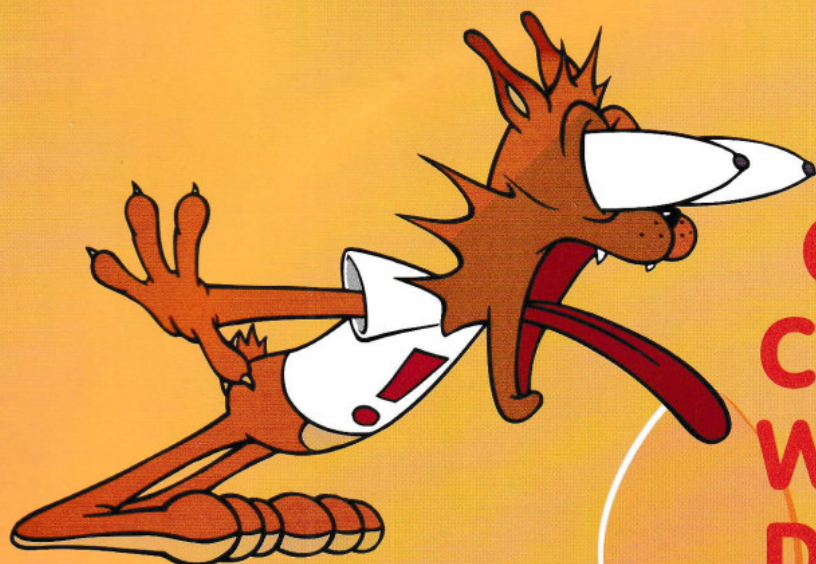


Claws Encounters of the Furred Kind

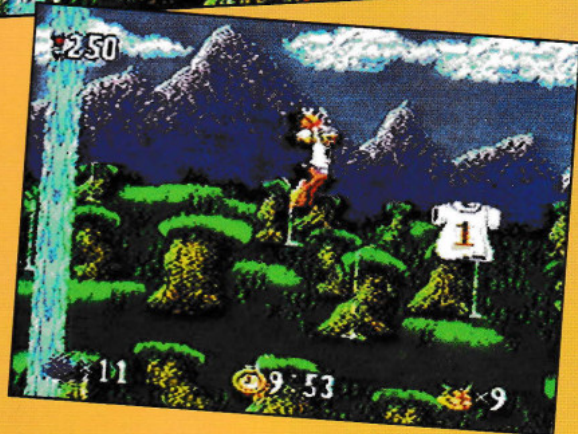
Village

AAAAAAAH! The Village! You played in some hard towns before, but the bobcat will tell ya, this one is rugged from the get-go! Get ready to waste a Woolie village, ride a rushing waterslide, and climb the highest mountain—and maybe get in a bite of lunch. Is around one-ish good for you?





Chapter 1— Cheese Wheels of Doom



You can start this chapter on a high note by using the Jump button to take a flying pounce on the nearest tree. The springy branches will give you an extra lift. Glide to the right to grab the Power-Up and follow the yarn balls down to the ground. Then, a one and a two, do the Woolie-Head Stomp!





Always remember to whomp Woolies and bop egg-dropping birds as soon as you can, before they really ruin your day. Both baddies can peg you with rotten eggs. And eeeee-eew, what a stink that will make. Not even tomato juice will get it out.



Used correctly, the manhole cover can be your friend. Watch for a second or two to time the sequence of its flips. Stand on the cover when it lands and... boom! Bobcat blastoff!



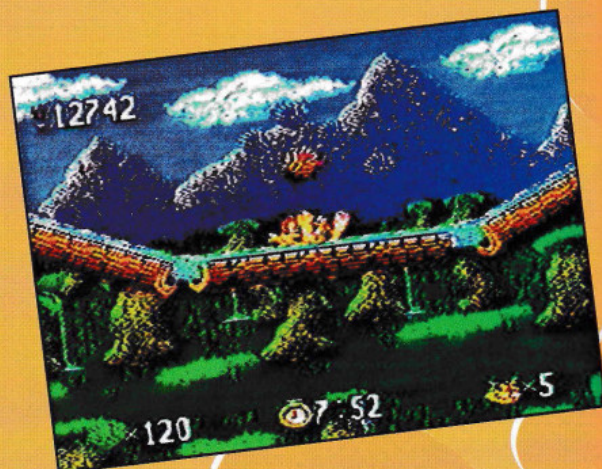
Tip:

Use the Jump button as you fly to boost the lift, or for a change of direction, hop in and check out the tunnels below the cover. I would look before I leap, though, if I were you....

Being a bobcat, I am perfectly at home in caves. In fact, I have a cozy little sandstone vacation place in Arizona. Late period Santa Fe decor. Original paintings on the walls... what's that? Get back to the guide? Oh sure, well, warp caves transport you to different locations in the chapter, lead you to yarn ball stashes, or drop you into a special bonus stage. Just like books, warp caves are worth checking out. There. We're happy now? Pounce, they say, and the bobcat asks how high. Sheesh.)



Although it's not my favorite mode of transport (For the obvious reason: I hate getting wet!), the raging waterslide can be a quick and helpful way to get around. (So, a Catt-ilac was out of the budget, I guess?) Use the Jump button while riding to hop up and collect Power-Ups and yarn balls along the way.



Here are the ground rules for taking the low road: Watch for cars. Cable cars always win. (I hold these rules close to my wildly beating bobcat heart. And you should, too.) Jump over both or they'll squash you flat.



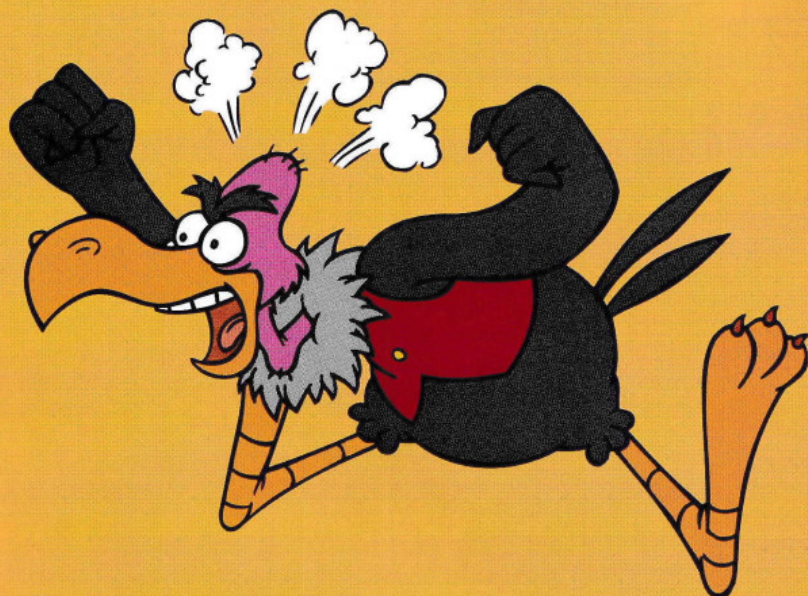
Tip:

Pounce on yellow cars for a high jump, but avoid red convertibles. They just take you for a ride.



Grab the Continue Ring from the rooftop near the end of Chapter 1. It comes in handy if you are losing too many lives. (Jeez. Thanks, pal!) Keep moving to the right to finish the chapter.

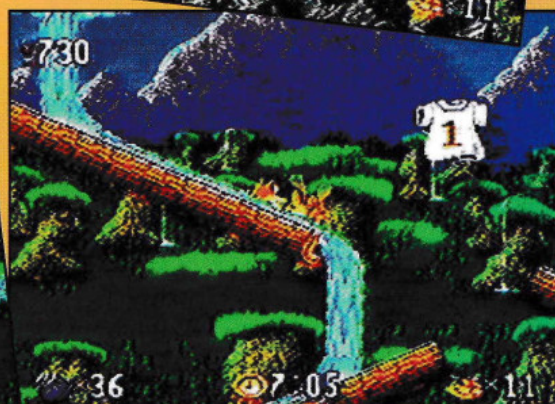
Chapter 2— Forbidden Plummet



In this chapter, try going left first instead of right. You won't be sorry! Press the Glide button to land on Power-Up one, and then glide down farther to pick up Power-Up two. Things are lookin' pretty good... as long as you stay away from the water at the bottom of the cliff.



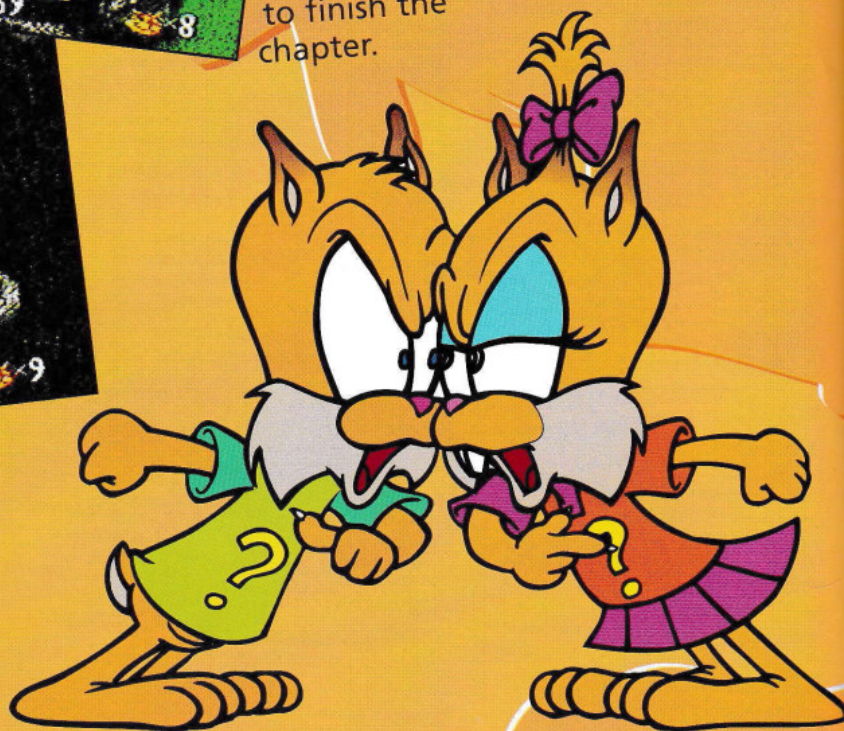
They say the only way to go is up. (*Who are the crazy people that say these things?*) Climb cliff ledges and work your way to the right. (*Hey! Am I gettin' hazard pay for this stuff? Where's the stunt bobcat?*) Hop off the top ledge and onto the waterslide. (*Not again.*) Take a quick hop to the right to pick up the Power-Up. Press the Glide button to land on the right waterslide and go along for the ride until the slide pours you onto the ground. (*Somebody yell "Cut!", will ya?*)



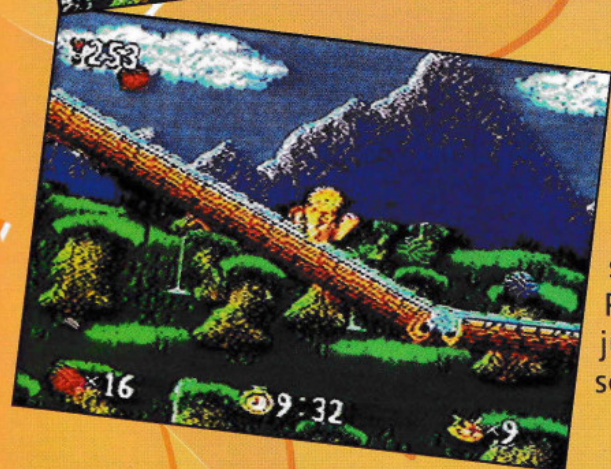
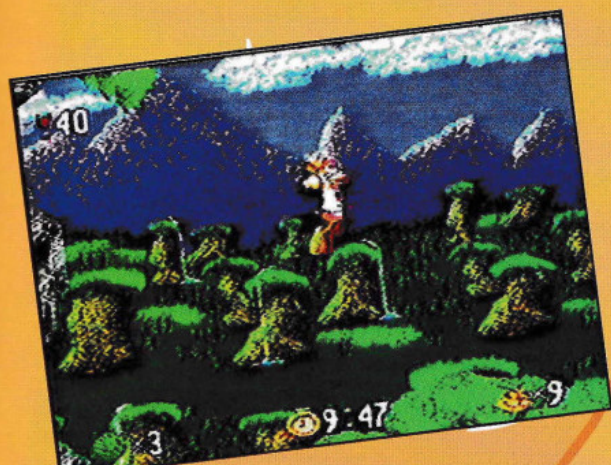
Watch for cheesewheel-rolling Woolies. (Whew. Try to say that five times fast.) You'll be good as gone if one of their slabs hits you, so jump over the wheels and pick up the pace to get out of there safely.



Could you use a few more Power-Ups? Run underground before you get to one of the villages. Hop on the logs and go to the right. (You can count on my natural feline sense of balance to get you through. Dumb luck doesn't hurt much either.) Pick up the Power-Up and make your way back to the left. Jump from the logs to the moving platform, and then jump from the moving platform onto the rock ledge for an Invisibility Power-Up (black T-shirt). Now, go out into the village and stomp some Woolies! You'll find another Power-Up above one of the rooftops. Now run to the right to finish the chapter.

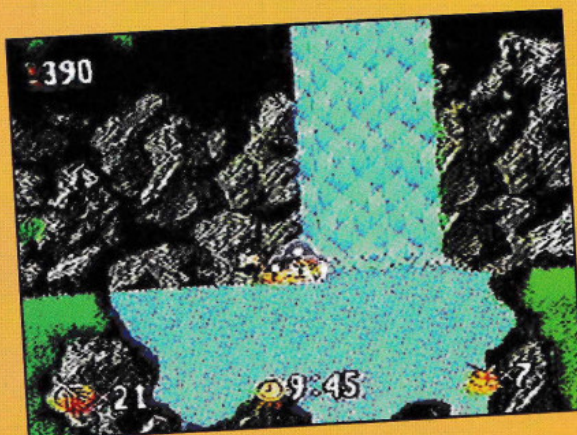


Chapter 3— A Bridge Too Fur



The sky's the limit in this chapter, so away we go! Use the springy trees and water-slides (Oh, Hoo-ray) to find the most Power-Ups and yarn balls. Besides, bobcats just love to fly. Why do you think we spend so much time pouncing and jumping?

There are a lot of ponds and lakes around, so be careful when jumping off ledges (A good thing to do anyway, don't you think?) or moving platforms; you could take an unexpected swim. (Wait a claw-picking minute! Did I hear the S-word? Did someone say "swim?" I didn't see any mention of swimming in my contract... get my agent.)



Step on the wheel to unroll the log bridge. Use it to hop across the lake to the next island and wait by the waterfall. When the rotating platform appears, hop on and take it to a second platform. Hop on that and wait for it to take you to a Power-Up. (Hah! Mission accomplished and not a hair out of place. I like it!)



Up on the rooftops, bobcats paws... really hurts if you don't watch out for tacks and tack crates. Ow ow ow ow. Anywhere these things are hiding is definitely a "no pounce" zone.



The candy in the gumball machines costs you more than a pretty penny if you don't pay attention. Don't let the machines jelly bean you with it as you make your way through the village. Take a quick hop over them and say, "So long, sweet-tarts!"

After you successfully complete the chapter, the passcode MKBRLN appears on-screen. Write it down so that you don't have to memorize it! Use this code to get to Chapter 4—Fair Conditioning.



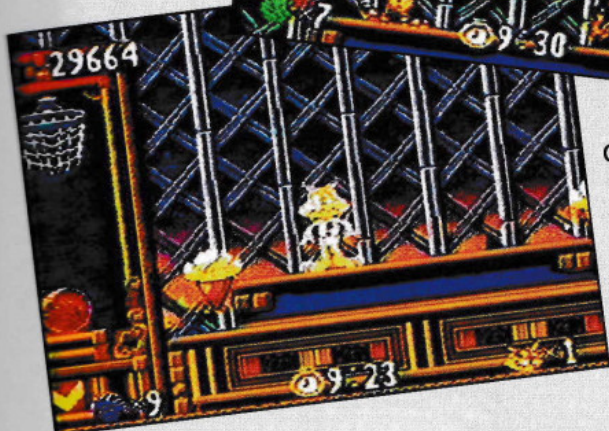
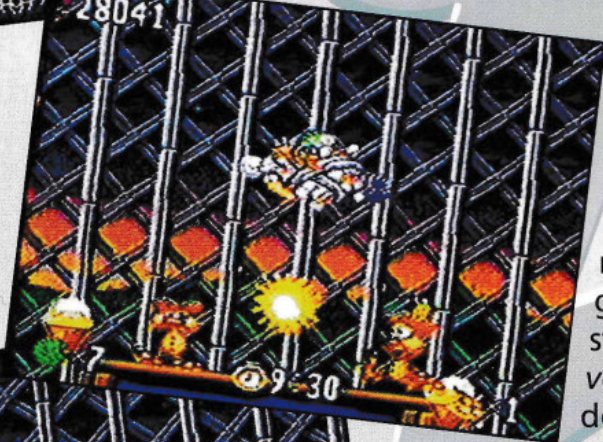
Carnival

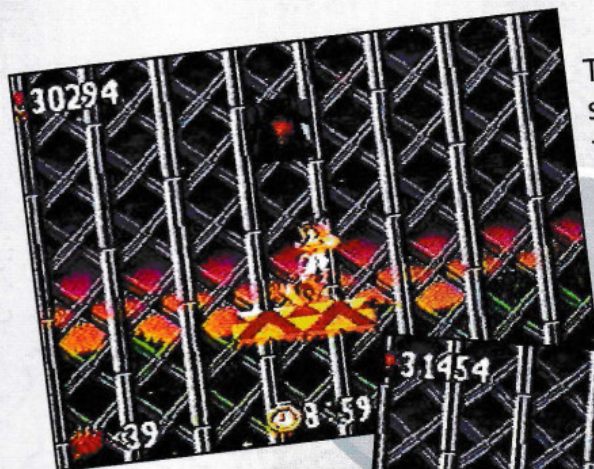
Ah, an evening at the carnival. The food, the rides, the time spent on a bench trying to recover from the food and the rides... and Woolies. Lots of them. Throwing rotten eggs, rolling smelly cheesewheels. Do these guys know how to crash a party or what?



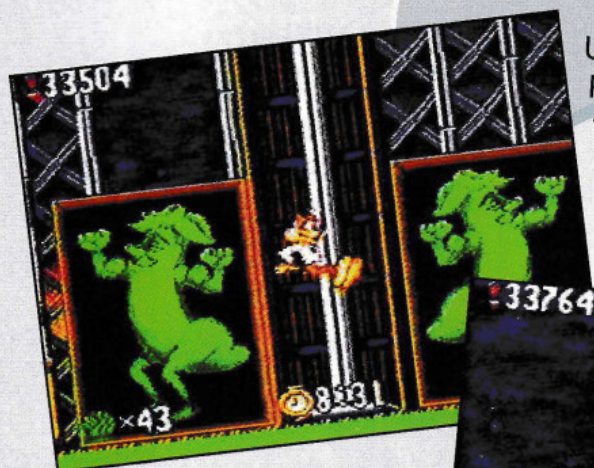
Chapter 4—Fair Conditioning

You begin your trip to the carnival on top of a food booth. (Better that than on a bed of nails, but who's being choosy?) Hop and glide your way to the right, wiping out Woolies as you go. Try to avoid hazardous food-stuffs (No, I don't mean vegetables.) and stomp on hot-dogs before they get the bounce on you. Ice cream cones give you a quick freeze if they touch you, but they won't put you out of action.





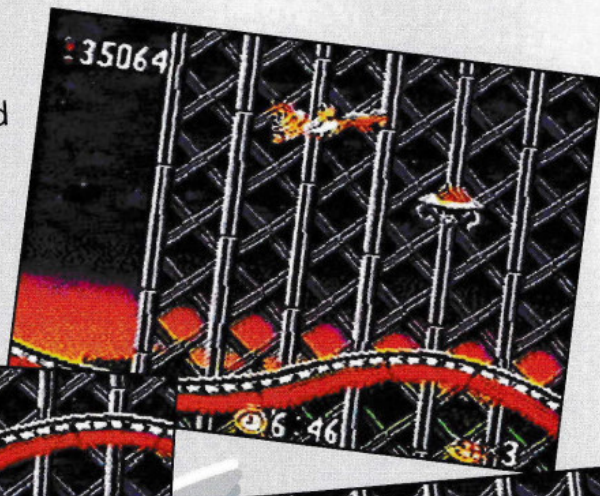
To reach the Invisibility Power-Up (black T-shirt), take the elevator platform on top of the dome booths. Tag it and move to the right, taking out all the Woolies you can. (Ha! Under the cover of darkness, I can whomp and wallop Woolies to my heart's desire. Hey, at least I don't hafta wear tights.)



Use the strongman jumping pad to cat-a-pult to the Power-Up waiting just below the roller coaster tracks. On the first jump, go straight up, and then glide down to the right to whomp that troublesome Woolie on the tracks. On the second jump, don't go quite as high, so you can glide down to the right to pick up the Power-Up.



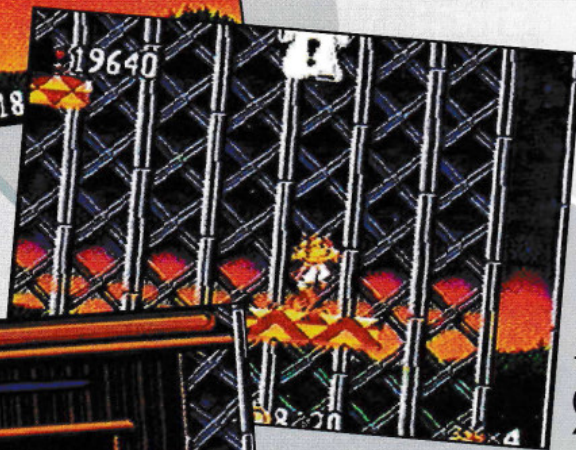
If you really feel pumped up, go for the burn and take a third jump on the jumping pad. Yeah, no pain, no gain. (*Nobody said anything about pain!*) Glide down to the left this time. Run across the lower roller coaster tracks, and hop and glide onto flying saucers along the way. At the break in the tracks, jump down and pick up a Super Power-Up ("!" T-shirt). Jam to the thrilling Super Power theme music as you jump down to the warp cave. Transport to the other side, jump up, and then tag the mid-chapter marker.



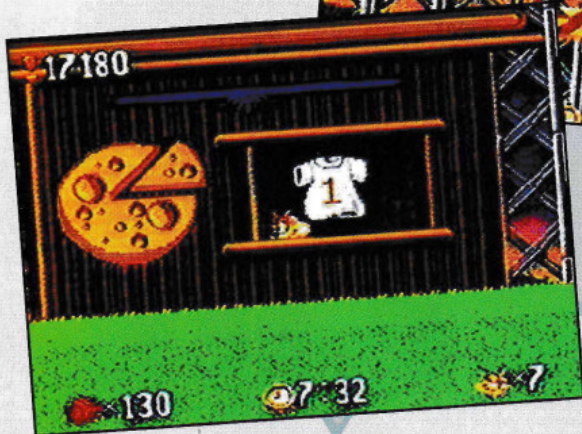
After gliding back down to the fun booths, winning a large, stuffed rhinoceros and leaving it with your Aunt Betty for safekeeping, (*Just kidding!*) jump onto the roller coaster for a ride to the stars. Press Up to ride "no hands" and to pick up some easy yarn balls! Ignore the usual warnings about keeping your hands and feet inside the car at all times and then jump off to the right before you reach the top. Next, hop across the rails to catch an even better ride. (*Better than a roller coaster? What, are we goin' on the space shuttle?*)



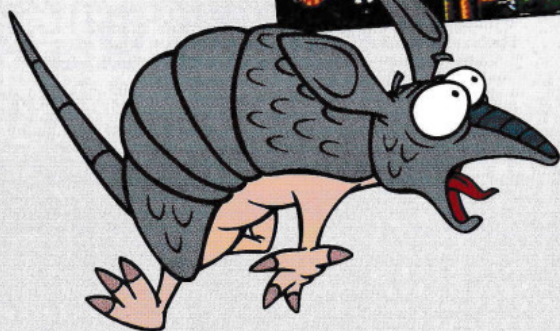
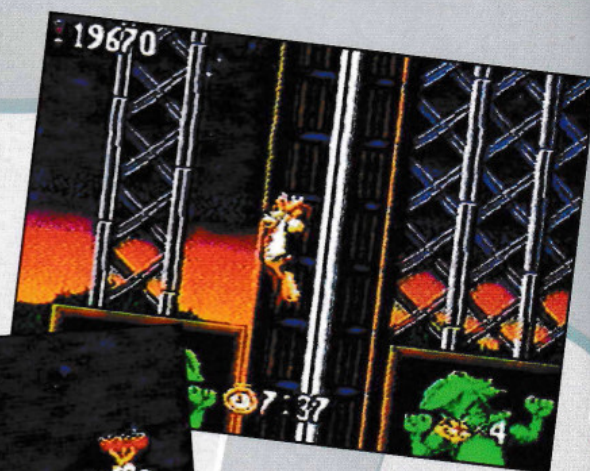
Trip the mid-chapter marker and wait for the rocket, (*Close enough.*) so you can hop on and ride to the next Power-Up. If you just can't get enough Power-Ups, there are two more in this chapter. (*Yes, I'm crazed with Power! More, more, more.*) Jump off the rocket and glide



down to the boothtops. From there, hop on the elevator platform and take it up to a Super Power-Up. Glide down to the ground and, while taking out Woolies with wild abandon, pick up the second Power-Up in the cheesewheel booth. (*I'll take some cheddar "to go," please!*)

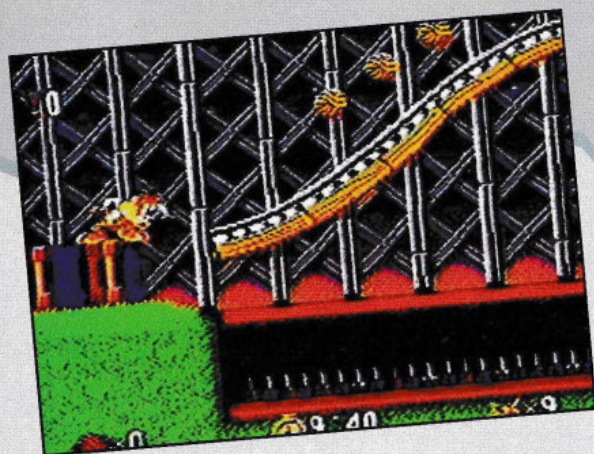


Return to the jumping pad and launch up past the top roller coaster track to the platform above. Enter the warp cave for an extra point bonus game, or take a running, flying leap off the platform to land on the roller coaster tracks leading down. Don't speed down the tracks or you'll run smack into the cars at the end of the rail. Hop over them and move to the right to finish the chapter.



Chapter 5— Night of the Bobcat

When getting around town or even your friendly, neighborhood carnival, this fabulous feline says, "Why walk when you can ride?" Ride the roller coaster at the right times and you'll have this chapter licked... just like an ice cream cone.



Remember the bed of nails I mentioned a little earlier? Be concerned about it in this chapter—be very concerned. Bobcats are known for their tender, if not downright delicate, feet. *(For my sake, and my future dancing partner's, KEEP ME AWAY FROM THE NAILS, OK?)*



First, hop straight up and jump into the coaster car. Remember to ride "no hands." It's cool, it's fearless, and it scores lots of extra yarn balls. (Not to mention, the babes love it!) Jump out of the car when you see a platform

appear above your head. Hop across the platforms, move to the left, and take the elevator pads to your first Power-Up. (Flawless execution. Give the bobcat a 10.0.)

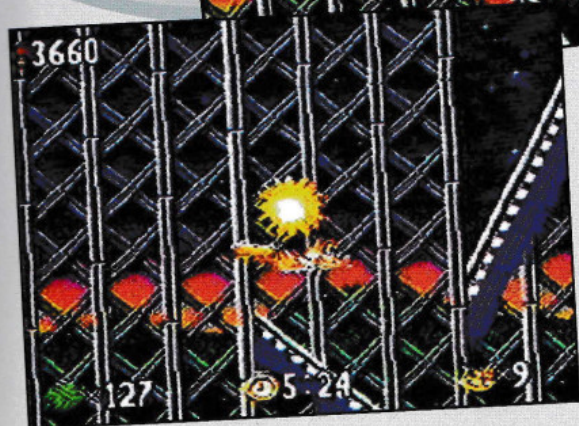
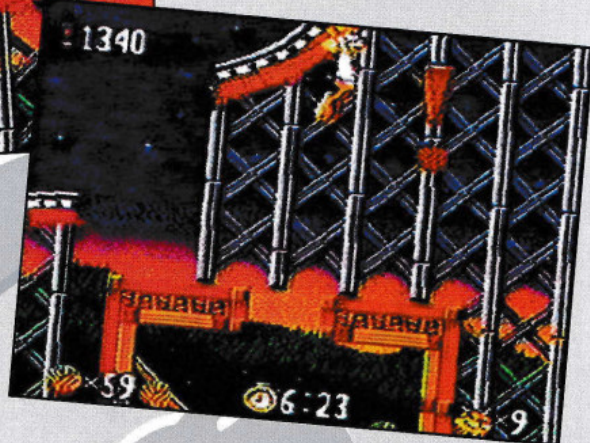


Glide down to the right and land on the coaster tracks. Follow them up to the break, and from there, glide down to the dome booths. (Remember to tag the mid-chapter marker between them.) Moving to the right, you'll see a

Continue Ring and a warp cave in a box. Don't sweat it. You can't get them now, but I'll show you how to come back for them later. (Promises, promises.)



Time to take another very important roller coaster ride. (Yes, I'm serious. If you don't take this coaster ride, you can't get to the really cool stuff at the top. So, listen up, I won't tell ya twice.) Hop onto the Continue Ring box, and then up into the coaster car. At the first break in the tracks, jump out of the car, but make sure to tag the mid-chapter marker, 'cause things get pretty tricky here. (Ooh, now a warning?)



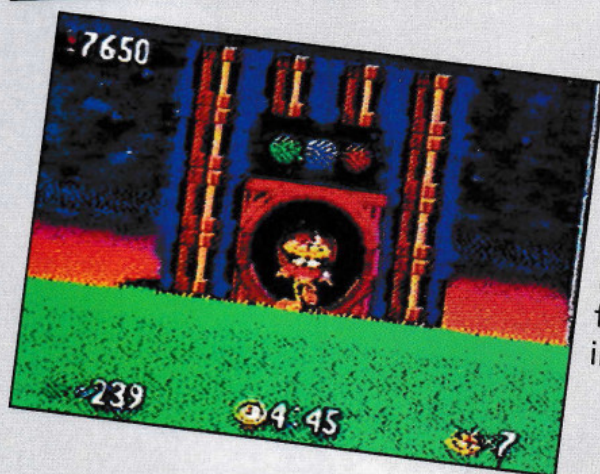
Glide down to and enter the warp cave. After popping out on the other side, skid down the track to the right, and then glide quickly to the left to pick up a Power-Up. From there, you can glide safely to the ground and return to the roller coaster.





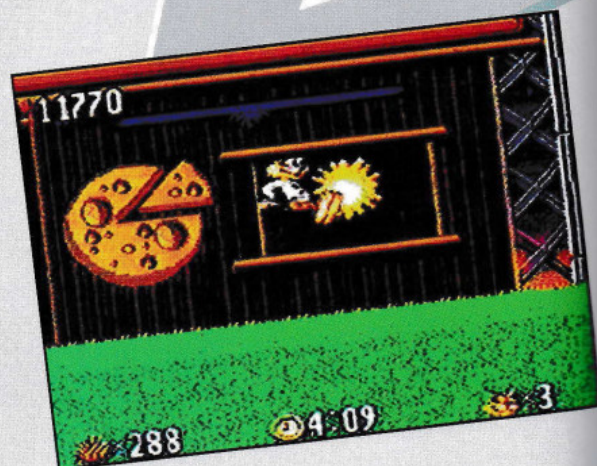
Once again, ride the roller coaster, this time to the top, making sure to switch cars midway up. Ditch the cars at the top and hop over the small break in the tracks. Wait for the sliding platform to get close and then hop on and keep moving to the right. Use the hop and glide

move to get the jump on egg-throwing Woolies so you can pick up another Power-Up along the way. Enter the warp cave and the fun is just beginning. (No, I could have sworn that the fun started at least a couple chapters ago.)



The warp cave takes you back to the Continue Ring. Jump up to grab the yarn balls; you earned 'em. (You can say that again!) Re-entering the warp cave takes you into a bonus game. Try to get on a sliding platform as soon as you can. Keep moving to the left, hopping from platform to platform and you'll find a Power-Up in the yellow falls in the upper-left corner.

Using the warp cave in the box, go back to the warp cave above the coaster tracks. Glide down to the tracks and make your way to the ground. Tag the mid-chapter marker, snag the Power-Up from the cheesewheel booth, and move to the right to finish the chapter. (Is there anything else you'd like me to do? Move a couple mountains, maybe? Sheesh.)



Chapter 6—Our Furless Leader



Get ready to pump some more iron with the strongman jumping pad. Alley-oop and away we go, hurtling through the air, faster than the blink of an eye (*There really oughta be a law, y'know... bobcat abuse?... something?*), reaching for the break in the coaster tracks. After you clear it, glide to the left for the first Power-Up of the chapter, and just to show 'em who's the boss, glide onto a few of the attacking flying saucers. This bobcat may be down (gliding down, that is), but he's not out!



Work your way slowly back down to the ground, whomping Woolies as you go. Once there, find the Power-Up in the cheesewheel booth and move on.



Hop on the next jumping pad you see. At the top, glide down to the left to tag the mid-chapter marker. Take the second break in the coaster tracks to the cages below—you'll find a Power-Up in one of them. Finally, glide back to the ground and keep moving to the right. *(Oh sure, move along, move along, there's nothing to see. Y'know, all work and no play makes Bubsy a cranky bobcat. Whattaya mean, you noticed?)*



Take the coaster tracks up to the left. When you see bits of jagged track above your head, it'll make you think, "Wow. Who's the weirdo who built this thing?" But forget about it so you can hop and glide down to snag the Power-Up.

There are two other Power-Ups in this area of the chapter. If you decide you just couldn't get enough of the jagged coaster tracks, go back to that spot. Hop and glide, working your way up to the rocket ride. Jump from the third rocket to the rotating platform.

(Whew. *Bubs Rogers to the rescue!*) Hop and glide to the right to get the Super Power-Up and for Power-Up Two, glide down to the right and land on the lower coaster tracks.

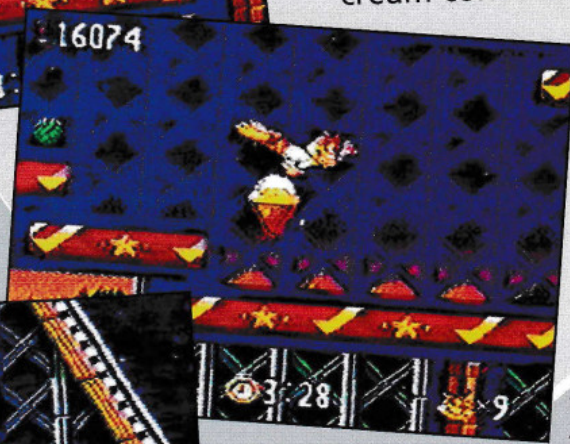


Follow the tracks up to the top. Jump across the break in the tracks, skidding slowly to the bottom of the other side. Hop off the tracks at the end of the rail so you'll miss the bed of nails at the bottom. (Yikes!) Don't forget to tag the mid-chapter marker!





You thought the warp caves from the last chapter were fun, wait 'til you sink your teeth into this messy warp cave. Hop up to the right and enter the red warp cave. When you come out, move to the left, stomping on hotdogs and ice cream cones but ignore the gold entrance.



Hop over the boot to the blue square warp cave and enter it. Watch out for the Woolie to your left. Whomp it and its pal and keep moving to the left. Drop down to the gold warp cave and enter it. Drop straight down to the left, once, and then again. Enter the red, round warp cave. (Hey, are we havin' fun, yet?) Whoa! Great shades



of sherbert! A killer ice cream cone at two o'clock and we're hip deep in Woolies! (Aw, trust me, we'll make it outta here.) Wait for three eggs to go by, and then hop and glide on the cone and the Woolies. Move to the right and pass the blue warp cave. Use the same moves to wipe out this new round of ice cream cones and Woolies. Enter the gold warp cave.

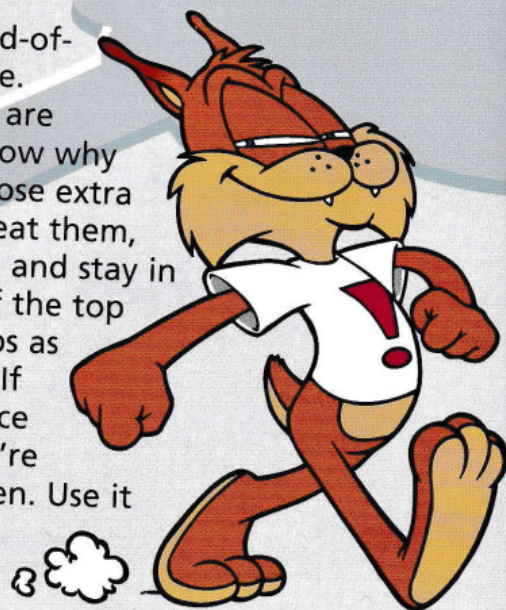
On the other side, move to the right and collect all the yarn balls. Hop the gap in the platform and grab the Power-Up before exiting through the other gold warp cave. (Have ya noticed the caves keep getting bigger and cooler looking? We must be near the end now.) Move down the tracks slowly and tag the mid-chapter marker at the end.



Get ready for the end-of-the-world Boss battle.

Whoa! These dudes are baaad. Now you know why you collected all those extra Power-Ups! To defeat them, glide like the wind and stay in the air. Bounce off the top of the Woolie ships as often as you can. If you hit the ship twice

while a Woolie is peeking out, they're history! The passcode, STGRN, will appear on-screen. Use it to get to Chapter 7—The Good, the Bad, and the Woolies.



Canyon

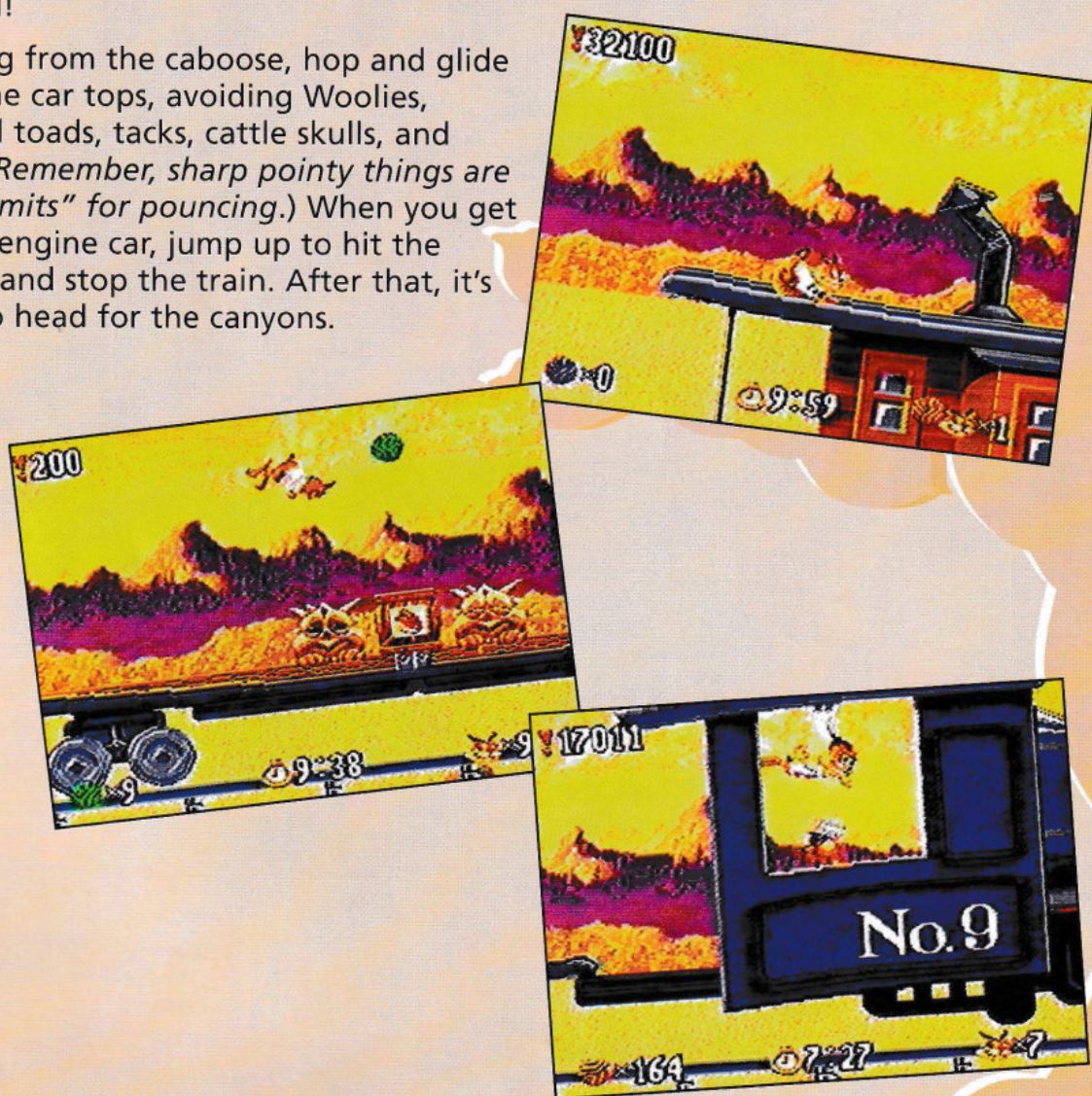
Now we're talkin'. Back home in the ol' bobcat's favorite stompin' ground, the Great Southwest. I remember the old place like it was yesterday. Running through deep, desert valleys, slinking through sandstone canyons, and hanging out at the corner taco stand. Life was good. But then the Woolies came... and as they say, "There goes the neighborhood." Your mission, should you choose to accept it, is to rescue as many yarn balls from those wool-rustlin' Woolies as you can—but getting to them is the hard part.



Chapter 7—The Good, the Bad, and the Woolies

At the beginning of Chapters 7, 8, and 9, you need to take a train ride to find the yarn balls and other goodies hidden in the canyons. The secret to getting through is to be patient as you're learning the locations of the Woolies and other assorted hazards on the train. All aboard!

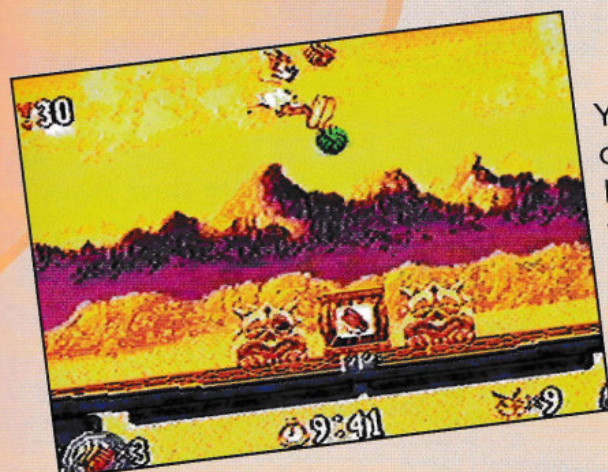
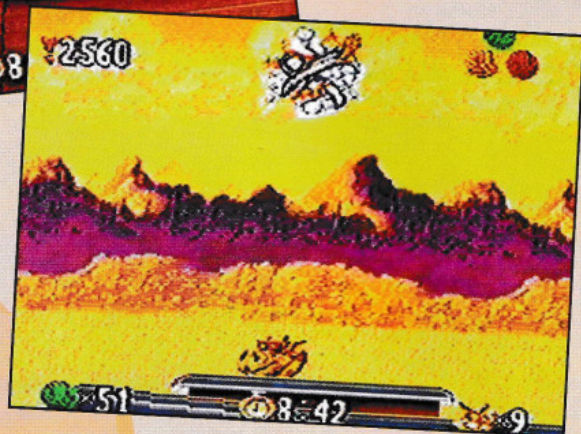
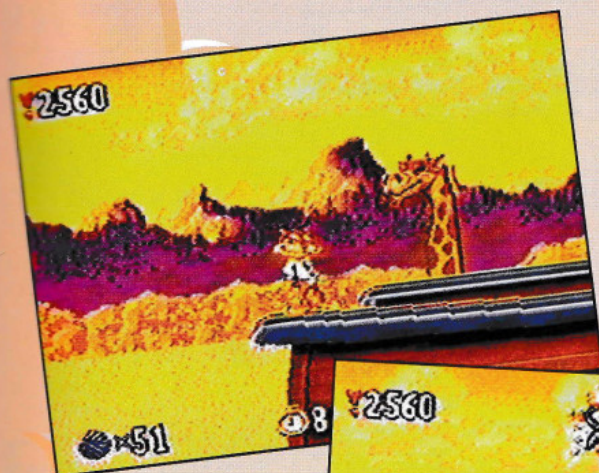
Starting from the caboose, hop and glide over the car tops, avoiding Woolies, horned toads, tacks, cattle skulls, and cacti. (Remember, sharp pointy things are "Off Limits" for pouncing.) When you get to the engine car, jump up to hit the switch and stop the train. After that, it's time to head for the canyons.



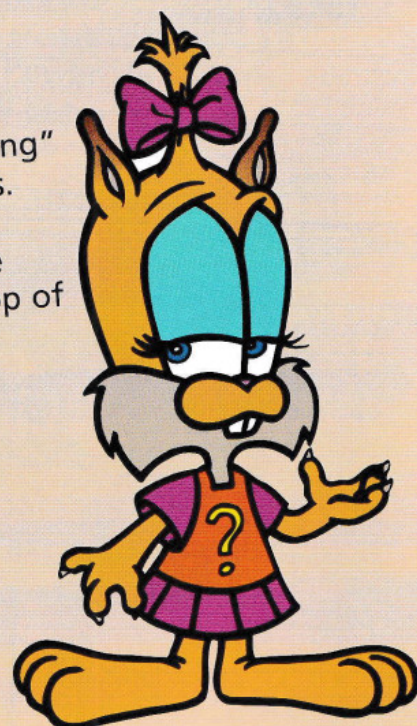
You can never have too many Power-Ups or yarn balls, so try to explore every train car. No one will say "boo" to you about it, except for maybe the Woolies. But you know how to take care of them.

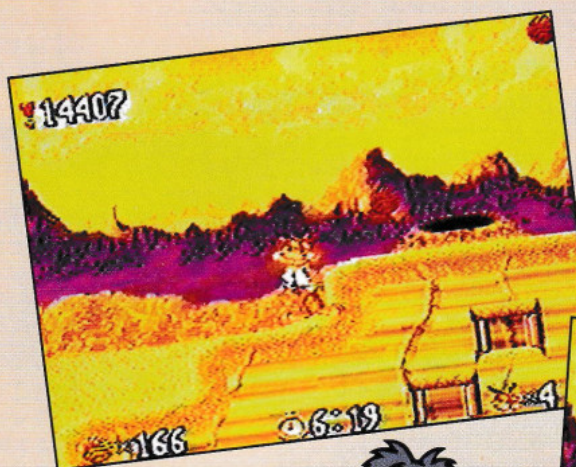


The giraffes are along just for the ride on this train and love to chat with fellow travelers. They can really give you a "lift" if you're feeling down—just try hopping on their heads and use the Jump button to increase the height. You'll find Power-Ups and mid-chapter markers in the air up there.

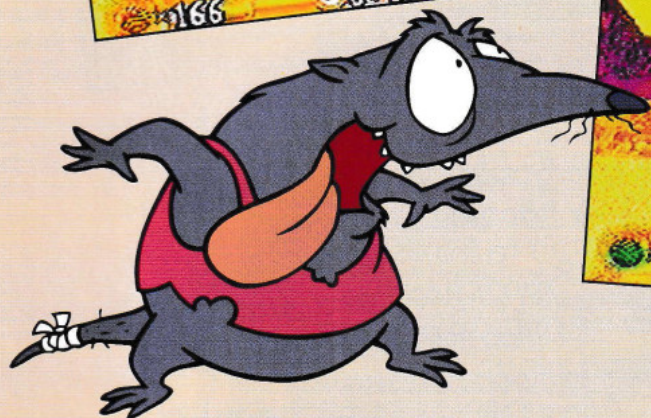
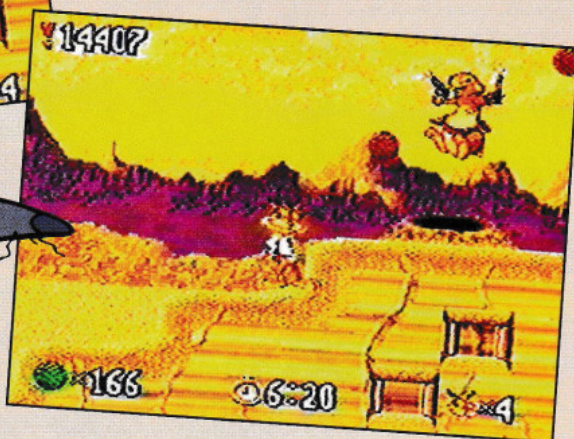


You can get a real "bang" out of dynamite boxes. Keep your eyes open, though; there may be good things at the top of the explosion.

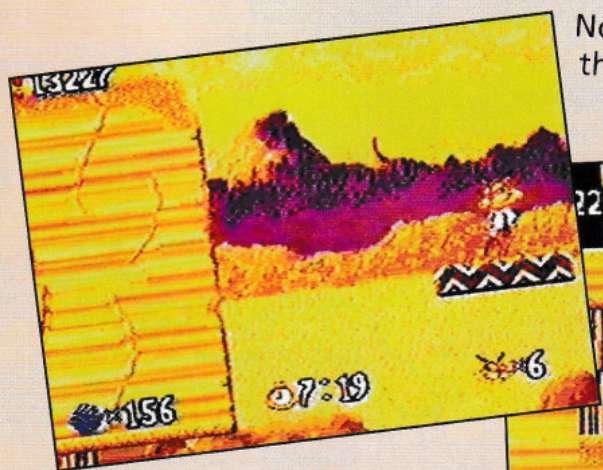
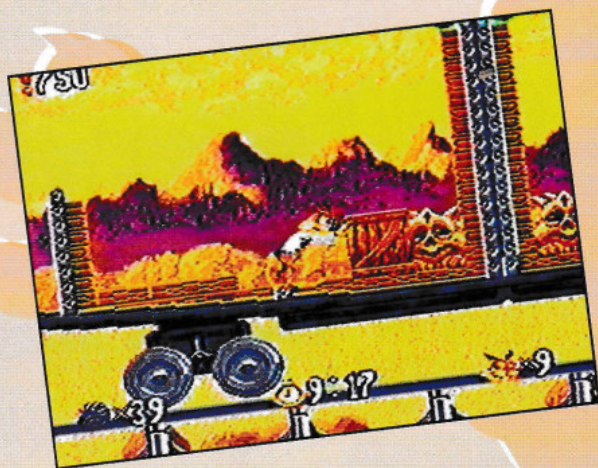




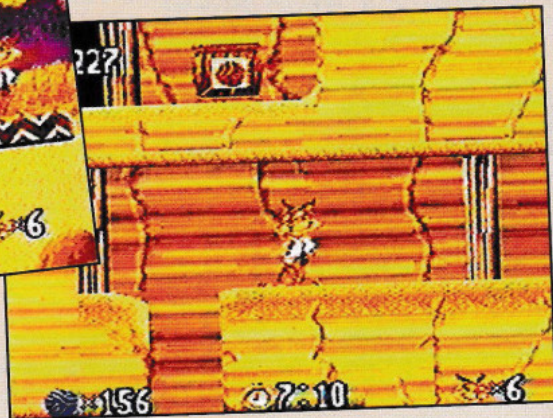
Carefully plumb the depths of any prairie dog holes you find. They may contain buried Power-Ups and other bonus items. "Carefully" is the important word here. Prairie dogs aren't exactly a bobcat's best friend.



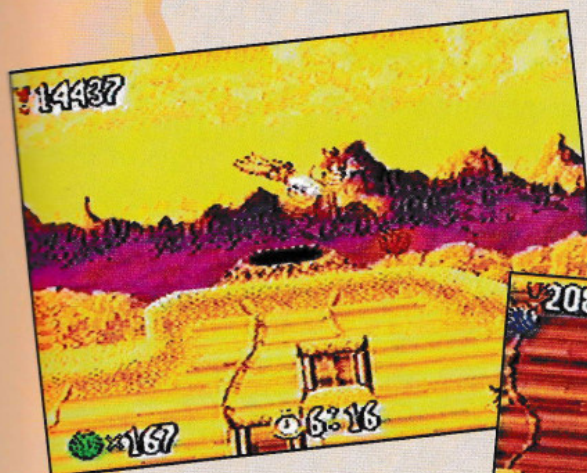
Do you see all those old boxes laying around the railroad cars and canyon caves? Move them if you need to and push them to cover up sharp things or stand on them for a better jump.



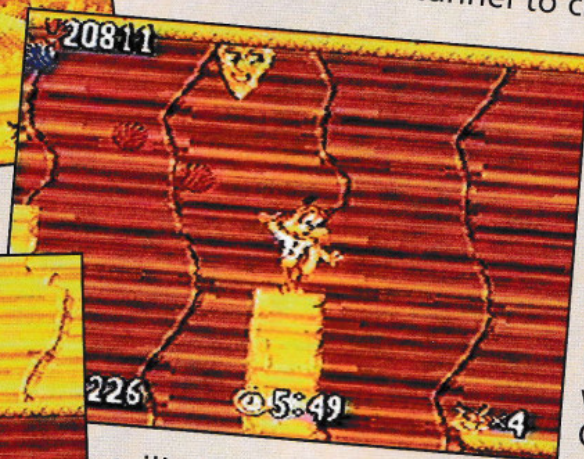
Now pardners, take a breather, wash off the dust from the train ride and get ready to hit the canyon! Hop on the elevator platform to the right and ride it down. Next, jump off the platform and glide against the left wall. Through a sheer miracle in physics, you land on a ledge inside the wall. Hop the gap to the left and snag the hidden Power-Up.



Meanwhile, back at the hole in the wall, wait for the elevator platform to drop to its low point. Now take a big leap of faith onto the platform, return to the top, and then move to the right.

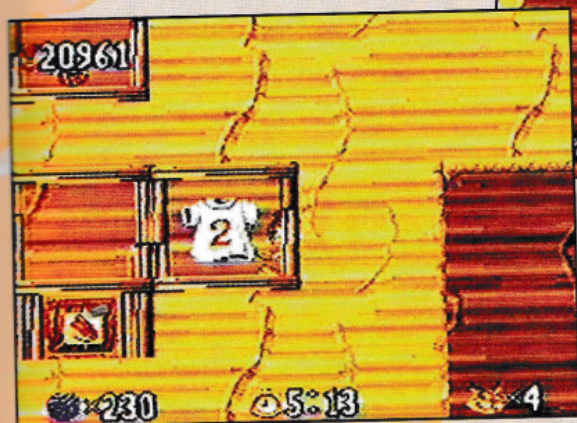


Now you can hop and glide into the prairie dog that pops up. (Take *THAT*, ya mangy varmint!) Then pop into his tunnel to check it out. There is

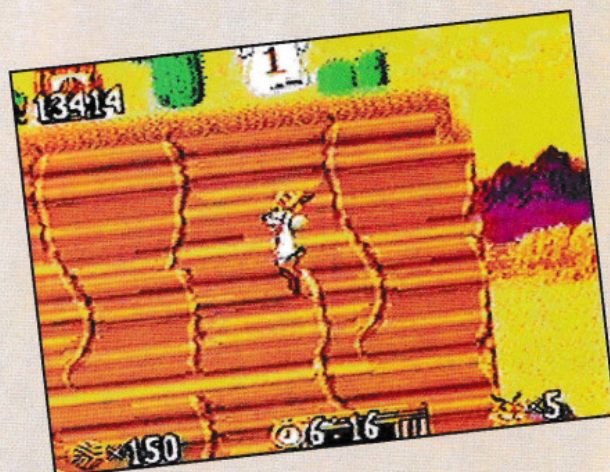


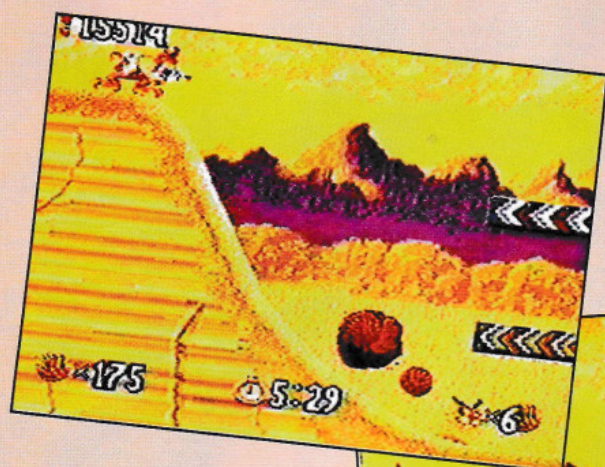
a cool Power-Up in it for you, but it's not easy to snag. While balancing on two ledges, juggling a cleaver, a chainsaw, and a bowling ball, and whistling "Home On the Range,"

try to get the ceiling monsters to fall off their perches so that you can reach the Power-Up. (Well, maybe you can forget about the juggling and whistling parts, but I told you it wouldn't be easy.) After you snag the Power-Up, jump on the dynamite box to blow out of this joint.



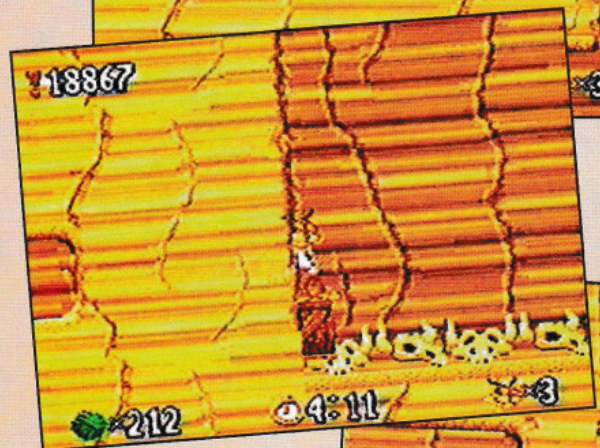
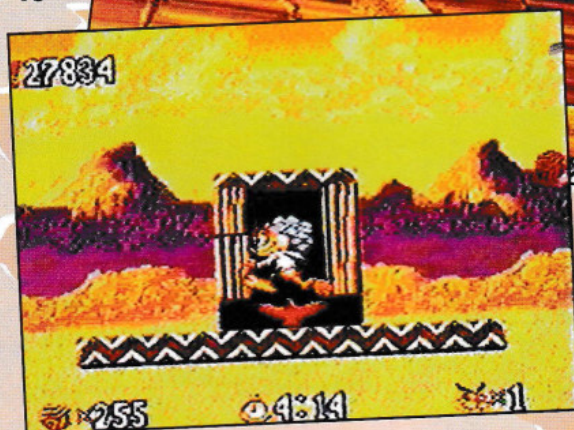
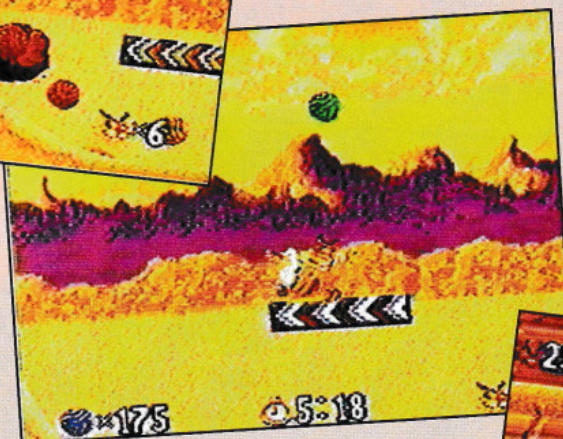
You can find another Power-Up in the warp cave if you stand on its doorway and jump up high. You can reach the Power-Up on the ledge above. Keep moving to your right as you tag the mid-chapter marker.





A rolling stone may gather no moss, but if you get in its way, it could snag a flattened bobcat. In the traffic of the Southwest desert, rolling boulders have the right of way—always. Wait until they pass before you make your way across the valleys. Hop to the platform, and then hop to the other side. (See? Piece of cake.) Whomp every Woolie you see as you glide into a landing. Don't forget to tag the mid-chapter marker on your way out of the valleys.

No. It isn't a mirage. Keep hopping and gliding to the right to reach the next mid-chapter marker and then scramble up the ledges to the top. With a running start, jump and glide back to the left. Follow the floating yarn balls to the warp cave on the mystical platform.



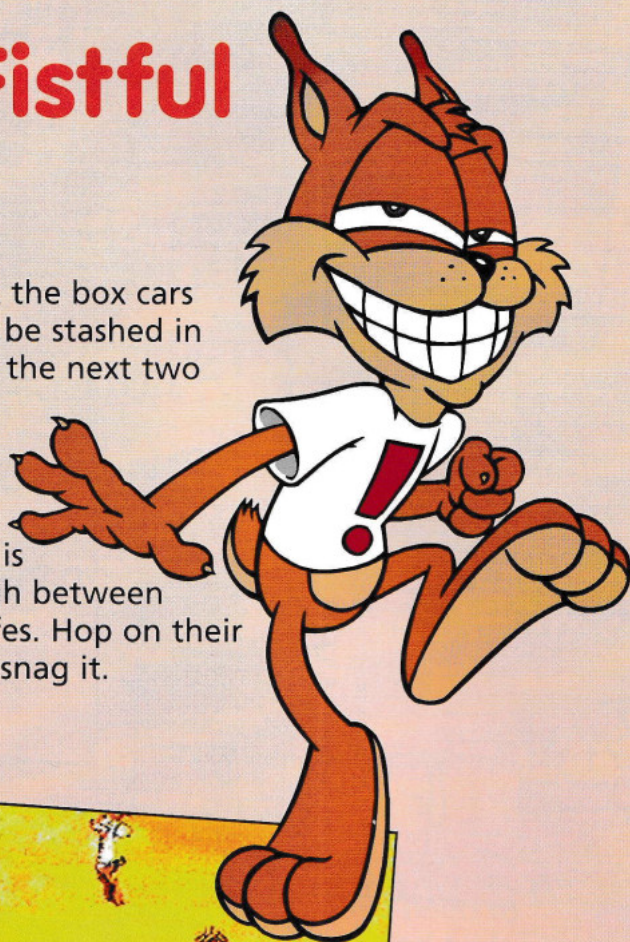
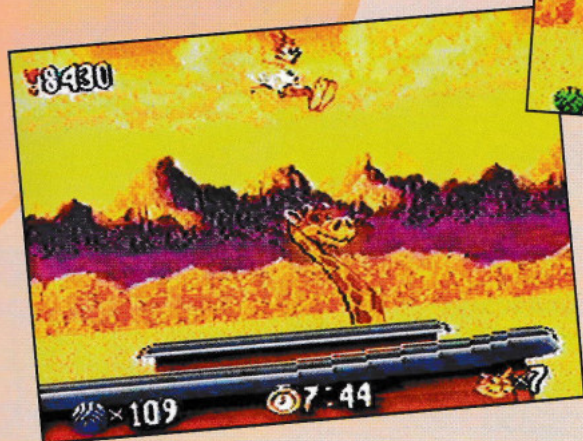
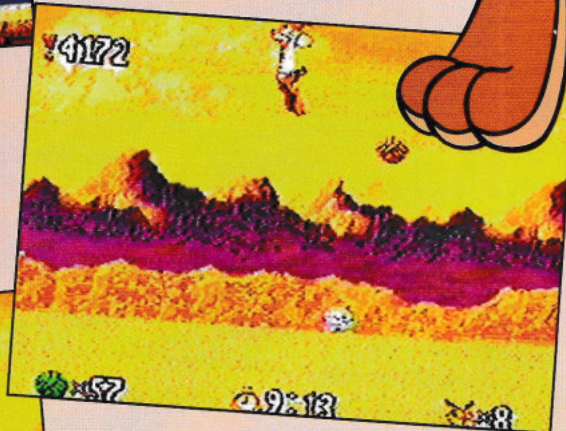
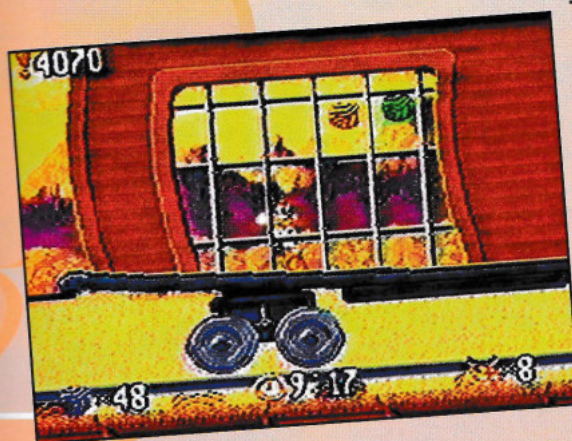
Now it's time to dive into the warp cave. On the other side, jump up to land on the platform. Hey! This box is in the way. Those darn Woolies, leavin' their junk all over the place—wait a minute! If you push the box off the ledge onto the lower floor, and then push it all the way to the right—work with me here—it will fall. Then, you can stand on it and jump up to the left ledge. Then, jump up to the right and grab the Continue Ring with everything you've got! (Are we a team or what? Whattya mean, you did all the work?!) Now, warp on out of there, glide down, and clear out to the right to end the chapter.

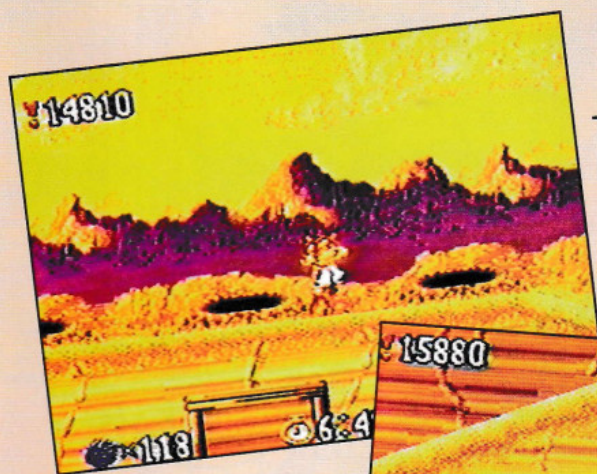


Chapter 8—A Fistful of Yarn

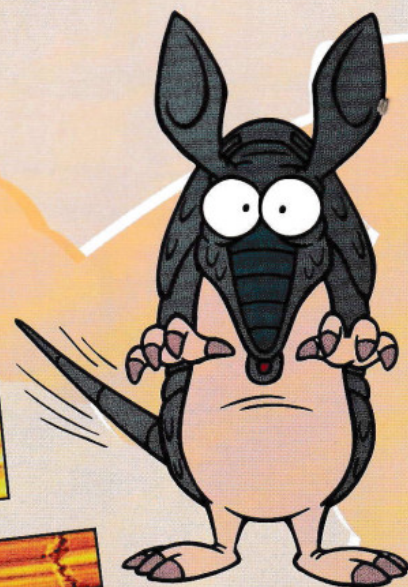
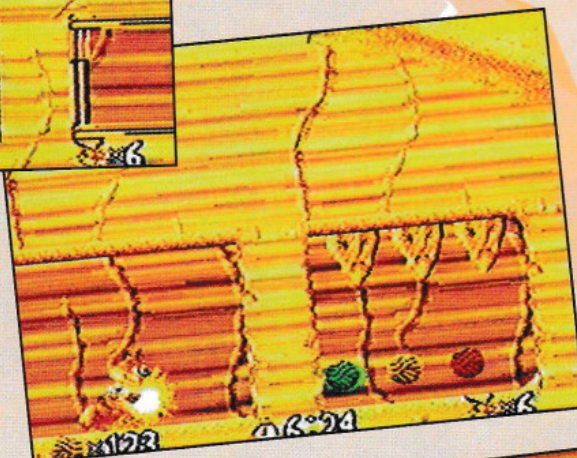
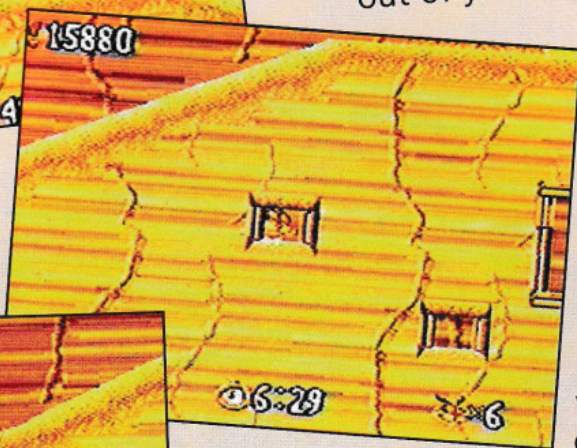
In this chapter, it's a *really* good idea to check the box cars for hidden treasures. Your first Power-Up will be stashed in one. Keep cool and keep to the path because the next two Power-Ups are right in front of your nose.

The last Power-Up on the train ride is riding high between the giraffes. Hop on their heads to snag it.

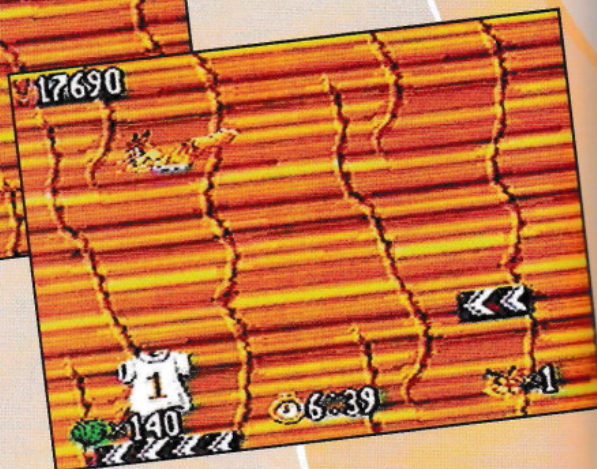
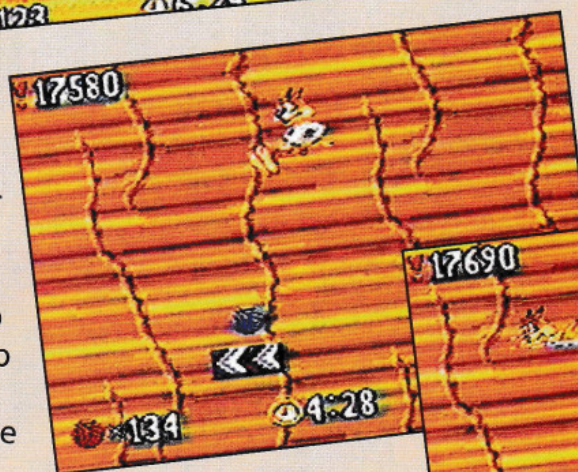




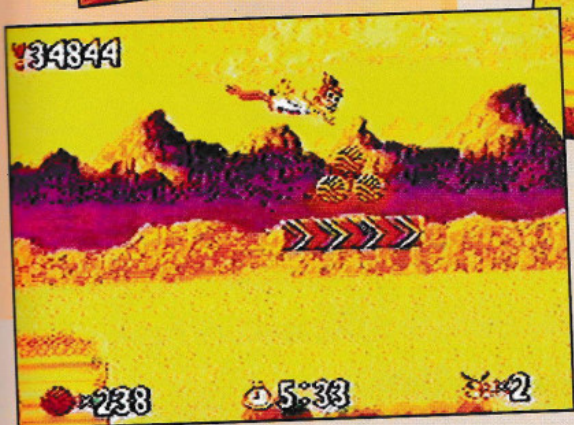
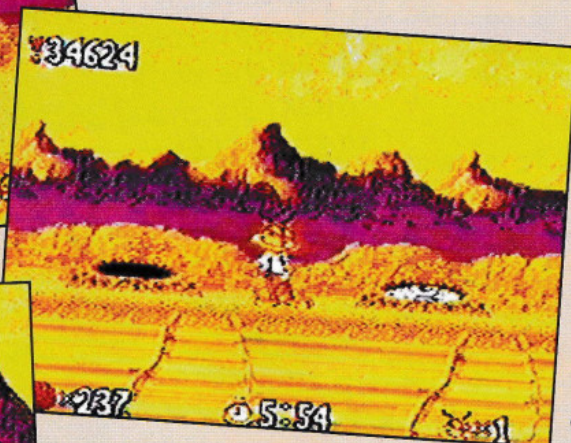
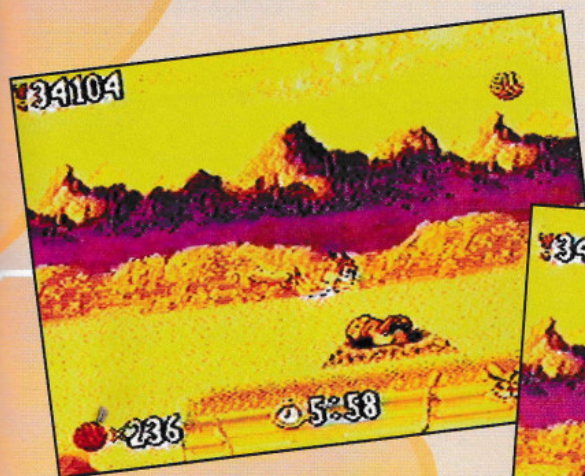
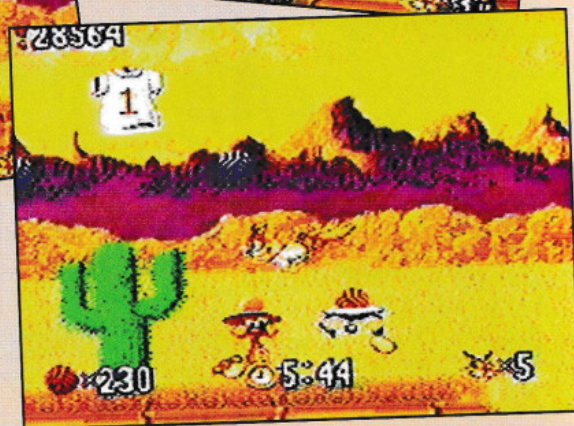
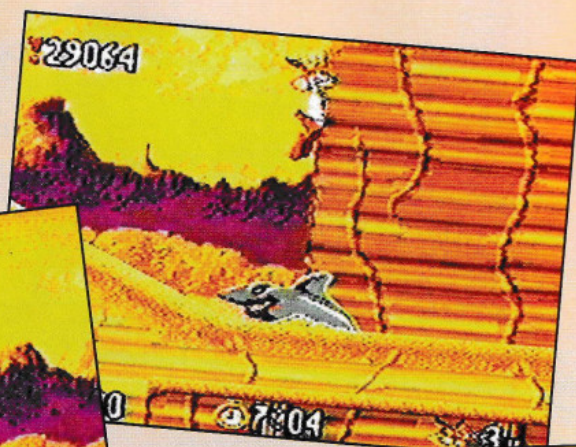
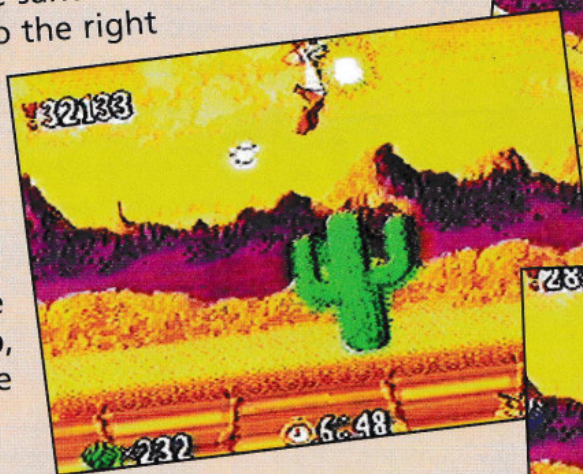
The canyon calls to you... Nyah-Nyah, Nyah-Nyah. What?! That's not the canyon. Must be those pesky prairie dogs. Hop and glide to the right over the cactus (*Whew! That was close!*) and pounce on those pests. After putting them out of your misery, hop down the middle hole into the cave to find the Super Power-Up. Then take a quick hop over to the left and pick up the other Power-Up. While the mighty power of the shirt lasts, take a long sprint down the short tunnel to the right, just for laughs, and go through the warp cave. (*Meet'cha on the other side.*)



Howdy, pardner. Time to two-step to the left. Better make 'em pretty big steps or you'll never reach the Power-Up on the platform. Grab it and warp back to the tunnel. Hop out of the tunnel back through the middle hole and move to the right, pounding prairie dogs when you see 'em. Tag the mid-chapter marker and keep sharp—there's a sand shark warning for this area!



Hop and glide into the sand shark to stop him. (Told ya so.) Move quickly to the right until you can jump up to the higher ledge. Now make your way back to the left to find the two Power-Ups. Jump up from the ledge, glide to the first Power-Up, and then glide to the ground.



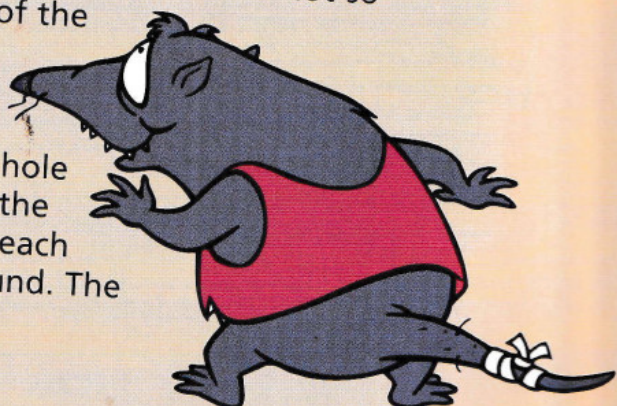
You'll need to hop and glide over the cactus to pick up the second Power-Up.

Glide back down to the ground and run to the right. Jump up to

the upper ledge again and follow it slowly to the top. Watch for the cactus. Tag the mid-chapter marker and glide off the ledge to land not-so-gently on the heads of the prairie dogs below.

After you pounce on all of them, pick up

the Power-Up hidden in the middle hole and move to the right. Jump on the platform and up the jagged ledges to the top. At the top, jump quickly to each platform. You don't have much time to just hang around. The platforms drop out from under you if you do!





Jump up the cliff ledges and keep a keen eye out for egg-throwing Woolies from above. Wait for them to drop three eggs, and then jump up and stomp 'em. After making short work of the Woolies, hop down the prairie dog hole

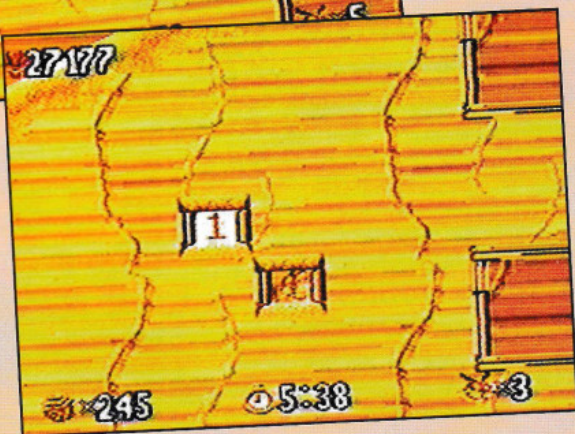
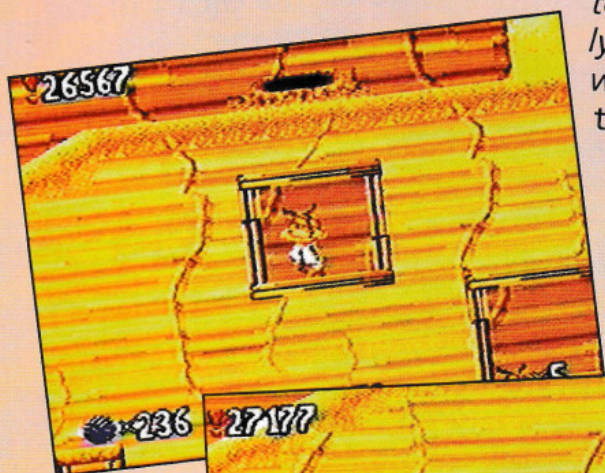


to get the Power-Up tucked away inside. After freeing yourself from the prairie dog hole (finally!), jump down the cliff ledges to the right.



Look down. See the circular platforms frolicking in the water?

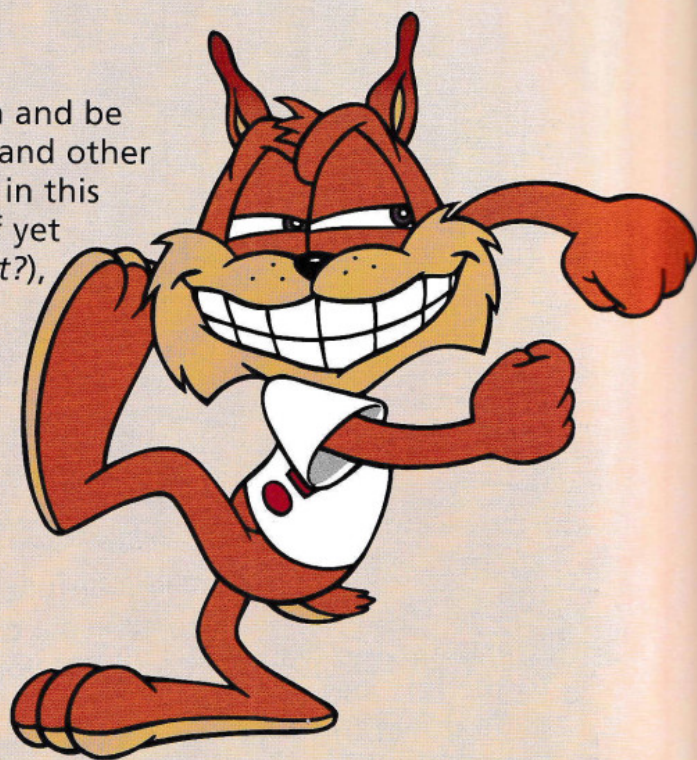
(OK. So, they just sit there. I'm the narrator; it's my job to make things lively. Work with me, will ya?) Use these platforms to make your way to the right. Try not to land on the cacti, OK?



Hop down one last prairie dog hole to grab the final Power-Up. Pop back out of the hole and make your way back up to the top of the ledges. You'll need to move to the right to complete the chapter.

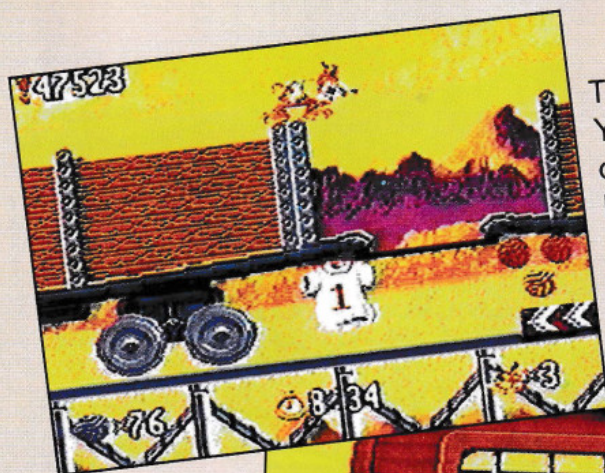
Chapter 9—Dances with Woolies

The best tip for this chapter is to pay attention and be patient while you learn where all the Woolies and other hazards live. You probably will lose a few lives in this level—it's pretty tough. If you aren't scared off yet (*I dunno. Do I have a moment to think about it?*), then let's go!

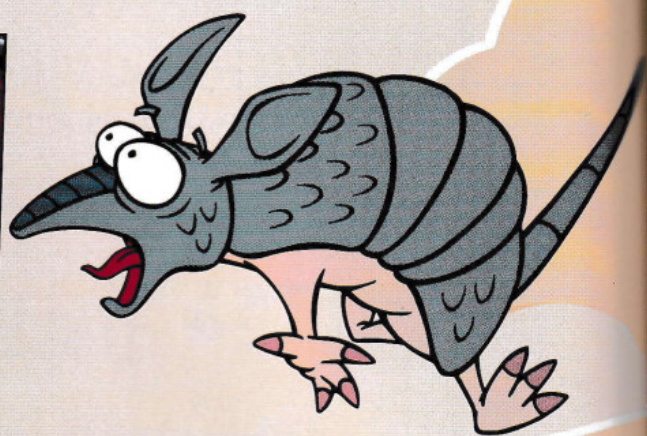


Here's a sign of things to come. Your first Power-Up is located above the caboose. It has a raspberry-blowing, egg-throwing Woolie and a pair of horned toad bookends to keep it company. "How do I get to it?" you may ask. Wait for the Woolie to finish throwing three eggs, and then jump to the next car. Then you can jump and glide down to the lower level of the caboose to grab the Invisibility Power-Up.

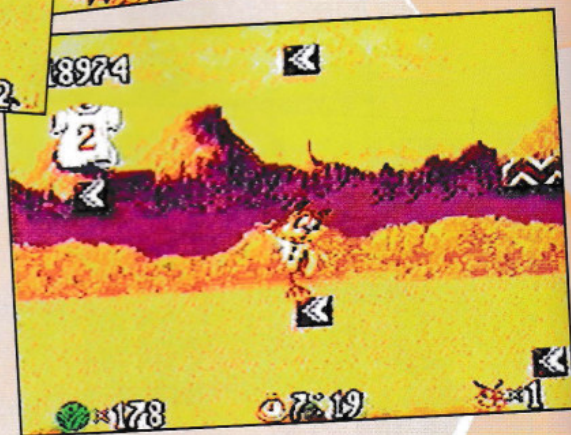
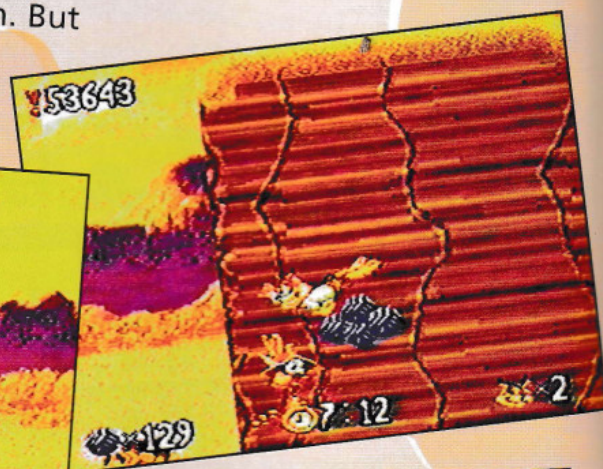
Quickly jump back to the top of the caboose and jump up again to stomp the Woolie, but don't forget to grab the Power-Up while you're there. Wipe out as many Woolies as you can while the T-shirt has power.



This train is absolutely loaded with Power-Ups! You just have to hunt for them. Look between cars for a sliding platform you can use to get one Power-Up. Explore the box cars for other hidden Power-Ups, and watch out for the last horned toad hiding in the engine car. Just take a shallow glide off the coal car to avoid him.



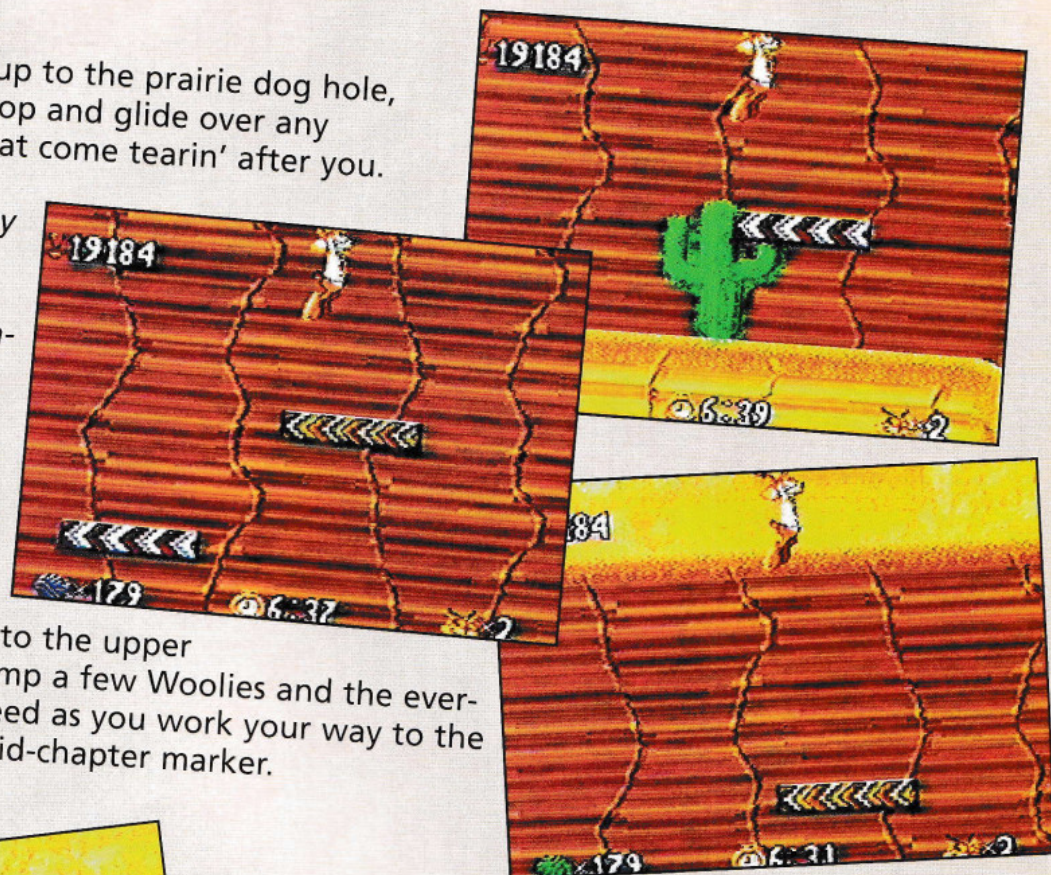
Finally, you're off on an adventure in the canyon. But before you start, could you use a couple more lives after the train ride? I'll bet you could. Hop to the left and glide down the canyon wall until you land on the end of the ramp. Hop and glide over to the elevator platform, but wait for it to lift you to the circular platforms. See the Power-Up to your left? Take your time and think: balance, balance, balance. After defying gravity and certain death (*Hey, this is still a game, isn't it?*), hop back to the elevator platform. Now just hop and glide down to the end of the ramp.



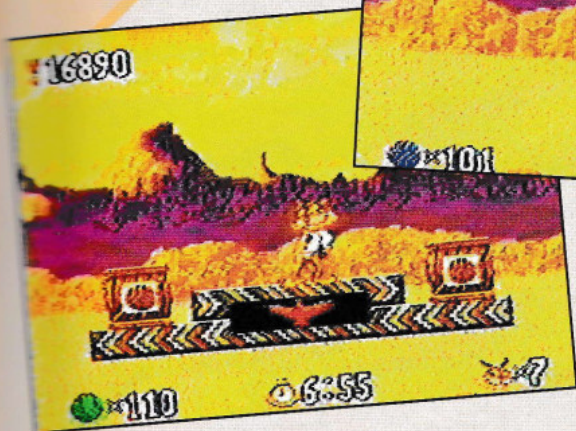
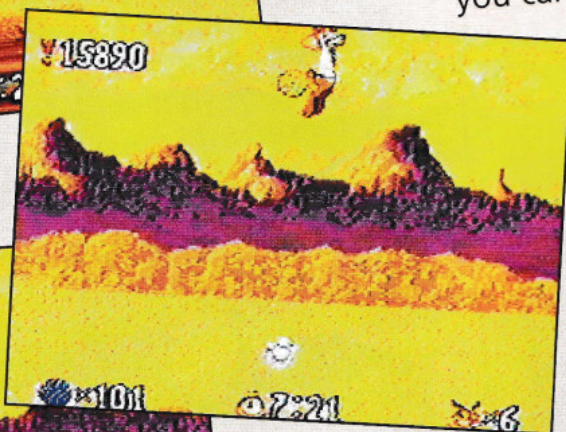
Follow the ramp up to the prairie dog hole, but be ready to hop and glide over any Grumbleweeds that come tearin' after you.

(Grumble right back at them. They hate it when you do that. It throws off their concentration.) Jump over the cactus and onto the sliding platform so you can hop over to the next platform. Then take an

Olympic high jump to the upper canyon ledge. Whomp a few Woolies and the ever-popular Grumbleweed as you work your way to the right and tag the mid-chapter marker.

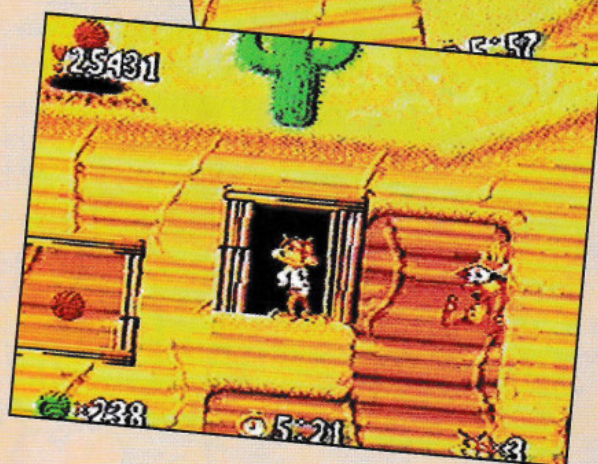
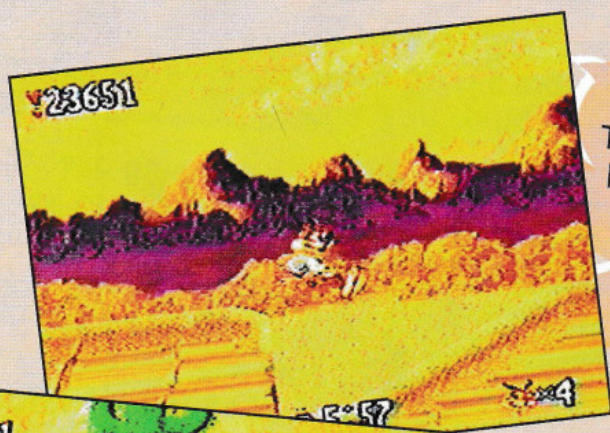
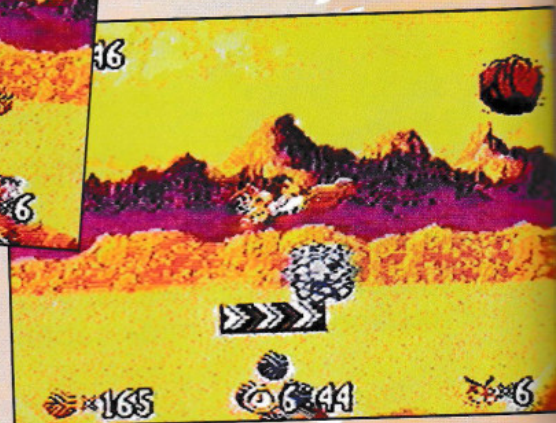
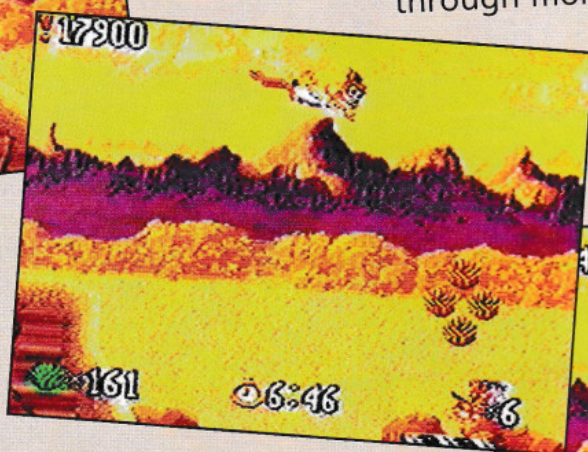


Keep moving to the right, jumping over cacti as you go. (Jeez, wouldn't it be easier to jump hurdles instead?) Work slowly down the incline and jump straight on the dynamite box for a quick blastoff into the atmosphere. After the blast, you can grab the Power-Up and land on the platform. Glide down to the right and land on the top of the ledge so you can tag the mid-chapter marker.





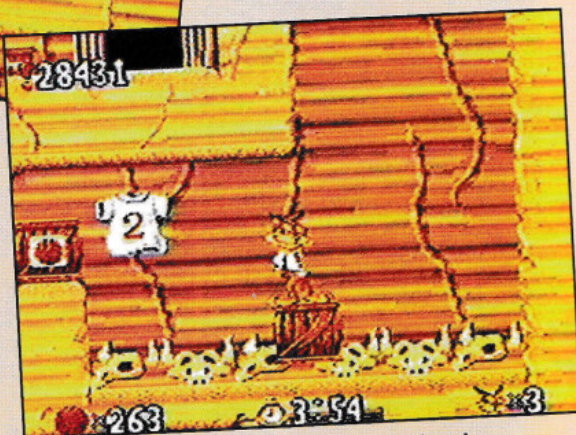
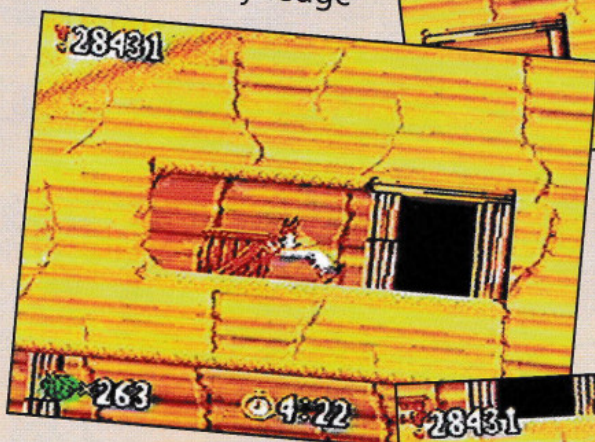
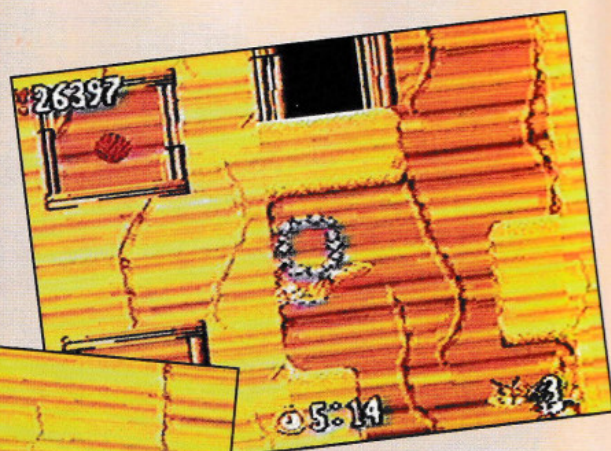
Wait for the rolling rocks to pass before you jump across the valley. Hop and glide quickly on those Woolies, but try to avoid running into the cactus. Jump over the cactus, and hop, glide, and stomp through more Woolies. (Sheesh, a bobcat's work is never done!)



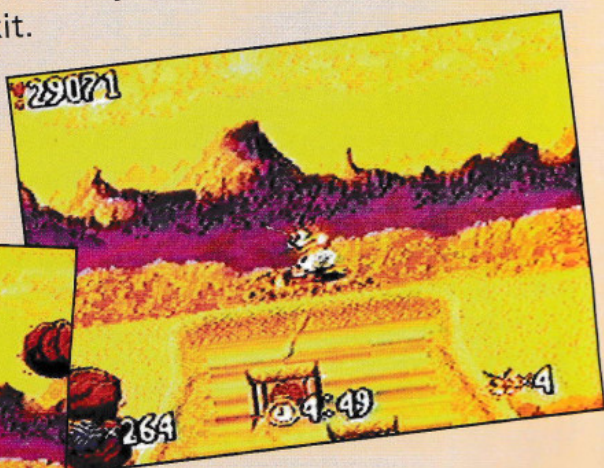
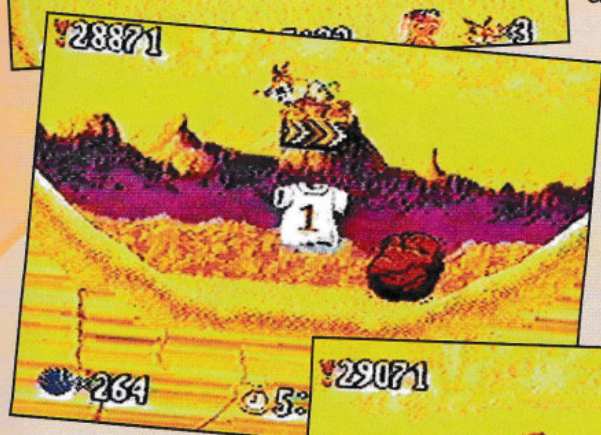
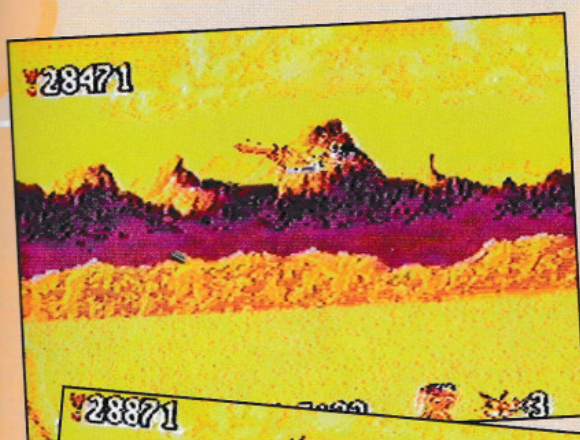
Tag the mid-chapter marker after leaving the last rolling rock valley and (That's funny. I didn't see any signs....) get ready to do some real cave exploring. Hop down into the cave and hold your controller to the right to take the right side tunnel. You wind up underground. (Wow. Next stop, brain surgery!) With your thrill for adventure firmly tucked into your pocket, venture deeper into the cave, and hop and glide to find the warp cave to the right.

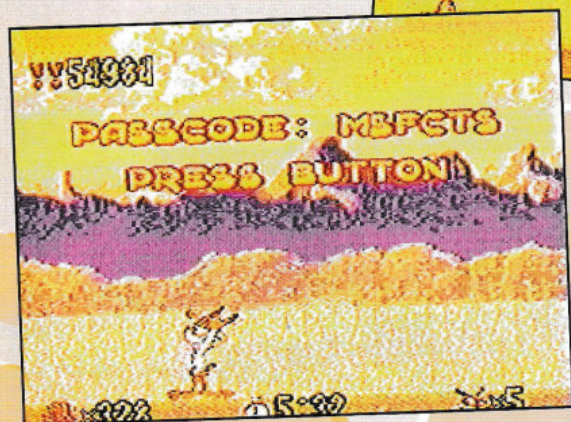
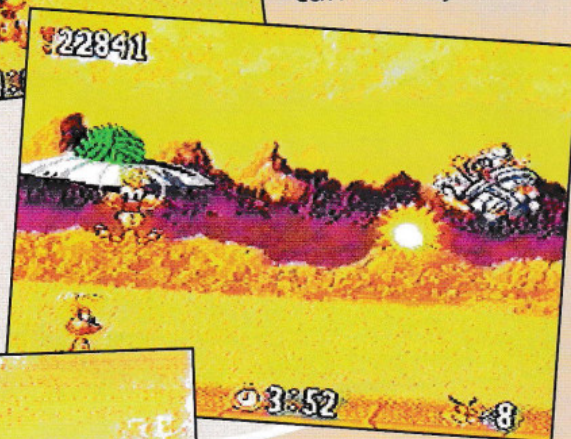
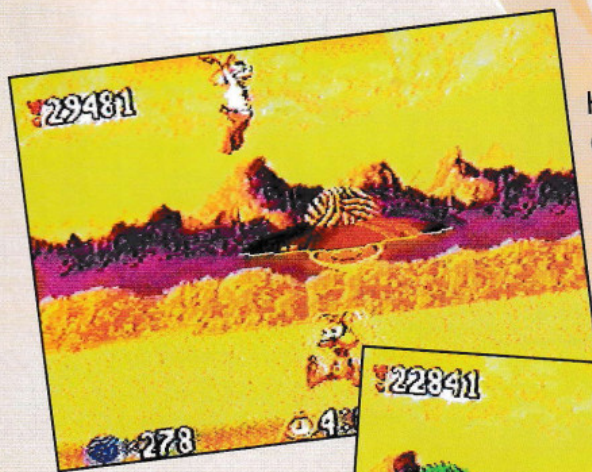


Enter the warp cave. Glide and whomp Woolies as you work down to the bottom right. You find another warp cave there. (Just gives me chills. Can you feel the excitement, too?) Enter the new warp cave. On the other side is a box on a ledge. Push it off every ledge until it falls and covers the cattle horns at the bottom. (The bones of unlucky players that lacked this strategy guide?) Glide down to the box so you can jump up to reach the Power-Up. If you were paying attention to your surroundings, you can get out the same way you came in by backtracking. (If not, the cattle horns keep ya company.)



Exit the caves and cross the valley to the right in one great jump. When the coast is clear, hop down into the second valley for the Power-Up located there. Hop down the prairie dog hole and run to the right to snag another Power-Up. Jump on the dynamite box to make a dramatic exit.





Hop up the hill and tag the mid-chapter marker. Hope you have a few extra lives saved up. Looks like you'll need 'em to beat the big, bad Boss Woolie. Use all the boss fighting moves you learned in Chapter 6 to help defeat this Woolie. Bounce off the saucer as often as you can to stay in the air. When the saucer is finally destroyed, quickly hop and glide on all the Woolies left on the ground. They won't know what hit 'em! The passcode MSFCTS appears on-screen. Use it to get to Chapter 10—Beavery Careful.



River

You've crossed the burning sands of the desert, defeated rare and exotic creatures, and managed to make it out alive. Where do you want to go now? *Hey, I'm hangin' out by the river. What could be more safe, right? Grass, trees, and happy little woodland animals....*

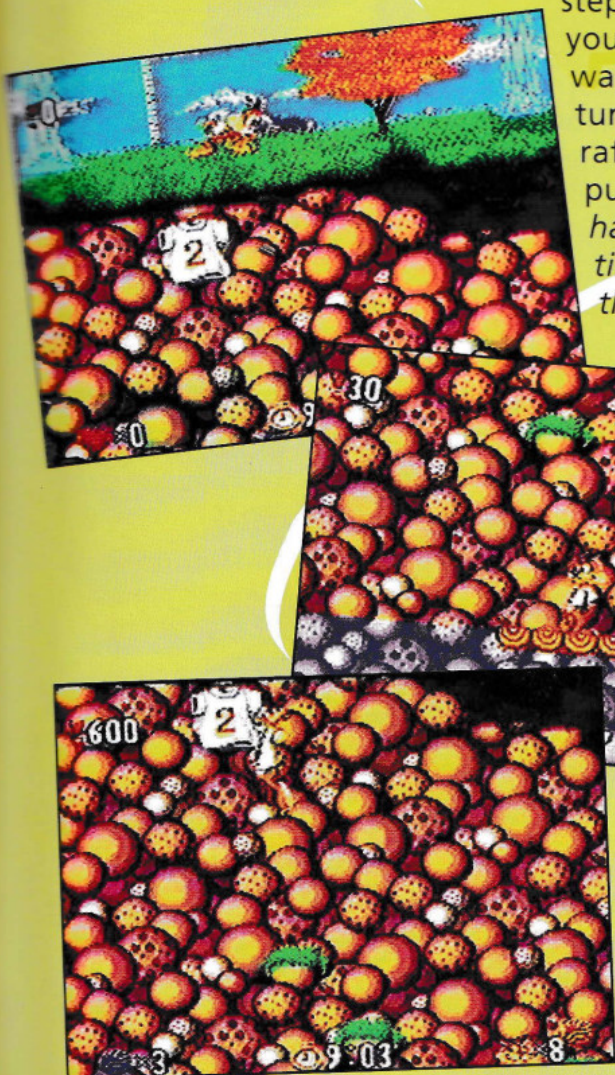
Chapter 10— Beavery Careful

You start this chapter with a Power-Up right under your nose! To get it, move to the right and hop down the

steps in the river bed. When you reach the lowest step, wait around a bit. A snorkel turtle comes by, pushing a raft. Hop on it and let him push you to the left. (You have to wait a looooong time if ya want to take the bus, instead.) Jump up on the low step

and hop up to the

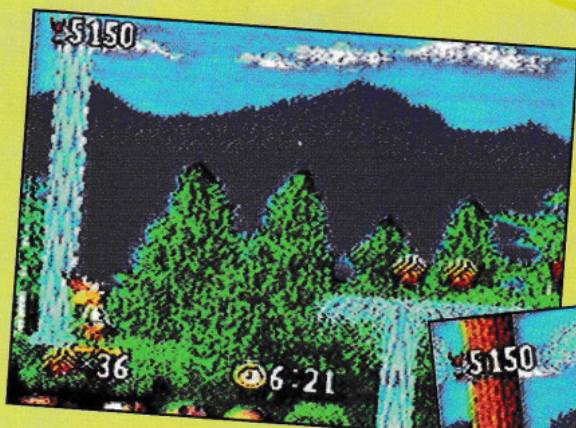
left to grab the Power-Up. Glide to the far left and you'll land on the raft. (Ooh, just like magic, isn't it?) But the snorkel turtle seems to be waiting for a tip. (Here's a tip for ya: Don't mess around with a bobcat who's in a hurry.) Stomp him, bounce back on the raft, and you're on your way.





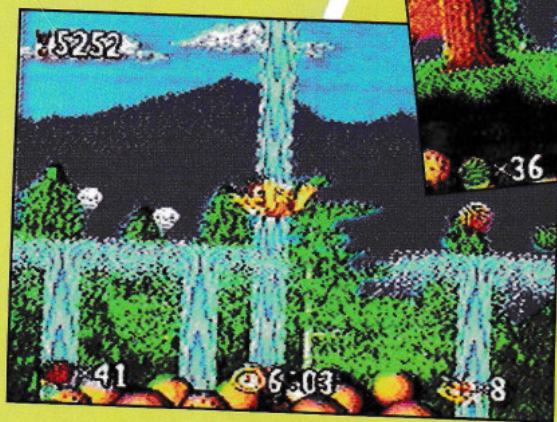
As you ride along, you may notice that the water creatures in this chapter seem awfully friendly. In fact, they keep hopping right out of the water to meet you. (Jeez, *is this for real?! Anything that lives in the water is no friend of mine!*) Use your best hop and glide moves to stop 'em in their slippery, squishy tracks.

Tag the mid-chapter marker on the sandbar and then move to the right and wait for the raft to reappear. Before hopping on, glide out and whomp the Narpole before he causes you too much trouble. If you time it just right, you can bounce off him and land back on the raft. Drift along to the next sandbar and tag the mid-chapter marker. Continue to hop and glide to take care of any other terrors from the deep.



Now you need to hop onto the steps leading up to the river bank. When you reach land, you see a wondrous sight. Great gushing geysers! In your excitement, you'll just have to hop up and take a quick ride on them. Hey, wait a minute.

You're going the wrong way! That's OK. On the ground to the left is a water lever. Trip it to change the direction of the geyser's flow. Then, hop back on and slosh along to the right.

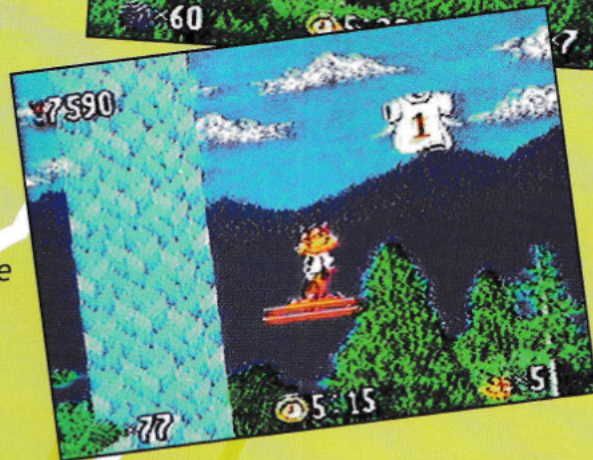
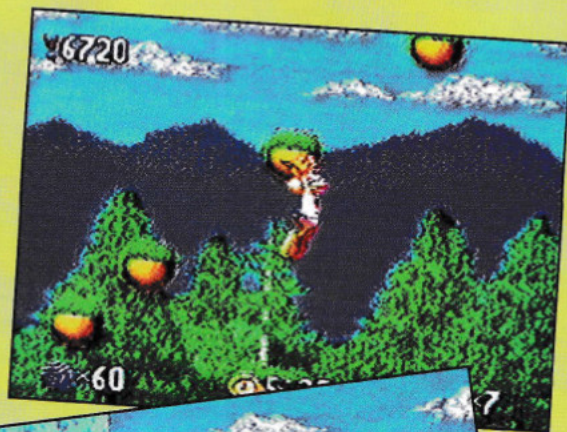




Tip:

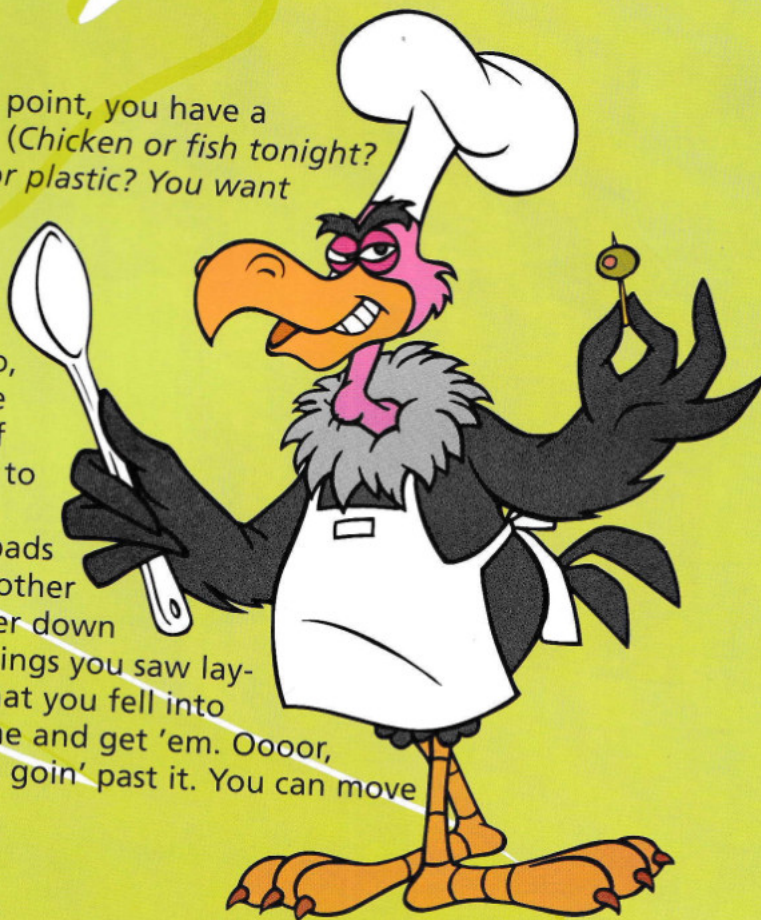
Give a tiny hop between each geyser to keep going with the flow.

Wanna see what's in the upper part of this chapter? Good. You won't be sorry. After your wild ride, hop across the land pads to the right and follow them up. Look for the Power-Up at the very top. (Look at that! Every time ya turn around, there's more pointy tree stumps. I tell ya, those beavers are really trashin' the place. Besides, the things are dangerous. Avoid 'em if ya can.) Make your way back down the land pads to the ground and tag the mid-chapter marker.



At this point, you have a choice. (Chicken or fish tonight? Paper or plastic? You want fries or onion rings with that?) No, not those choices. If you need to

cram just a little more excitement into this chapter, hop the land pads back up to the warp cave. Transport to the other side and hit the water lever to drain the river down to the bed. Just think of it, all those nifty things you saw laying on the bottom the first 82 times or so that you fell into the water just waiting for you to simply come and get 'em. Oooooor, you can go to the warp cave... and just keep goin' past it. You can move to the right to finish the chapter. (Bor-ing.)



Chapter 11—Rock Around the Croc

I hope your thumbs are in turbo gear, 'cause you're gonna need your best moves and split-second nerves of steel just to get through. This chapter is called "Rock Around the Croc" (*Groan*), but if you take my advice, you won't have to meet any.

Take a running jump across the gorge and land (hopefully) between the pointy tree stumps and the spring pole. Jump onto the spring pole and let it bounce you to a helicopter pad. After you land on the pad and ride to the left, hop onto the first land platform you see. Hop up to another helicopter pad and ride it to the right. Whomp a Woolie on your way to the waterslide—it dumps you out onto a land platform. Jump up to the right, onto the next waterslide and just as you reach the top, jump off! Land on the platform and tag the mid-chapter marker.



After filling your lungs with a little air, take a jump to the right and land on the platform.

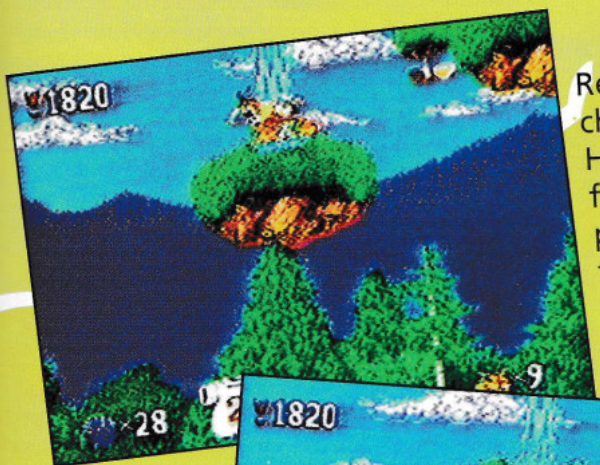




Tip:

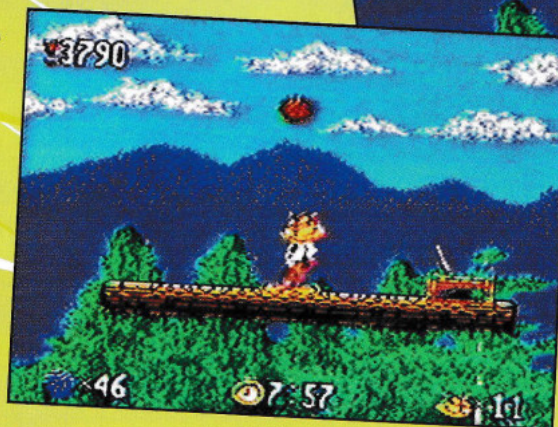
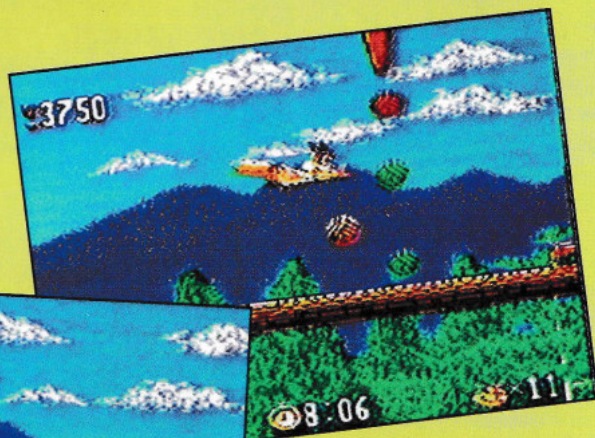
Hit Pause on your controller and breathe a little. This chapter is far from over and you need to pace yourself.

Hop onto the waiting helicopter pad and ride it as far as it will go. Watch out for flying fish and egg-dropping birds on the way! They try to knock you off the pad. (Hey, this isn't American Gladiators! Hop and glide to take out these guys.)



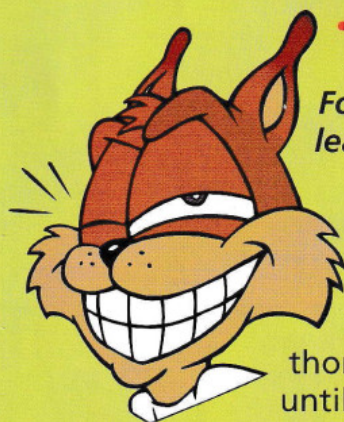
Ready for a Power-Up? It's the only one in the chapter, so get it while the gettin' is good. Hop off the elevator pad to the land platform. Hop down to the left and land on the platform under the waterfall. Take a moment to look down below you—there's the elusive Power-Up. Hop and glide right to it. Good move. Now, hop up to the land platform on the left. Then, hop up to the platform on the right. Hop up again to the right. (These crazy directions sound like the Bunny Hop! I prefer the classical stylings of the Hokey Pokey, myself.)

Keep hopping over the land platforms until you reach the mid-chapter marker. Tag it, but leave the water lever alone. It changes the direction of the geysers below. (Trust me, you don't wanna do that. Not unless you plan to stay in Chapter 11 for a looooong time.)





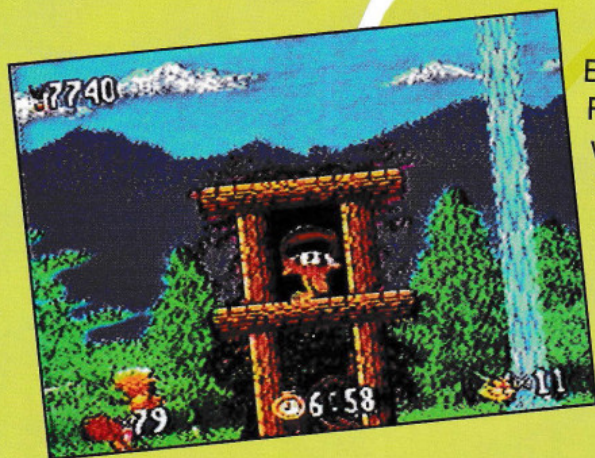
Now glide down to the ground quickly.



Tip:

Follow a geyser stream. It leads to dry land.

Hop and glide your way to the left. When you reach a water lever, trip it. Wait a moment for the river water to drain, and then glide down to the river bottom. Watch out for sharp thorns and grumpy fish down there. Hop and glide to the right until you reach the warp cave.



Enter the warp cave and collect the Continue Ring on the other side (Yessss!). Re-enter the warp cave to get tossed into a bonus game. Enter the cave twice more to get transported to a sensible place to pick up the chapter. Follow the happy little land pads up to the larger land platform. Keep hopping to the right until you reach the water lever platform.

Now listen closely because this next part is tricky. You might have to replay it, oh, at least a couple hundred times before you get the hang of it. Then again, maybe not. Ready? OK.

Glide straight down from

the platform to the land pad between the geysers. Ride the geysers to the right and hop up from the third geyser to the helicopter pad. Let it take you to the mid-chapter marker. Be sure to tag that thing, too.

(Jeez, that wasn't so bad! Hey, put away that club! Somebody might get hurt....)



Hop from pad to pad, traveling up and over and down, whistling a merry tune, until you reach another mid-chapter marker. Tag it and return to your previously scheduled frolic. Hmm. The insects are pretty pesky in this part of the woods. Sheesh. Not even industrial-strength Off will keep 'em away. No worries. No mere insect is a match for the ol' "hop and glide." Just take 'em out and take a running jump up to the platform to end the chapter.



Chapter 12—Claws for Alarm

Oh, you take the high road and I'll take the low road, and you'll get to the Power-Ups beforrrrrre me! (*Catchy tune, that.*) But it's true. Most of the Power-Ups are in the sky, waiting for you to pluck them and put them in your pocket.



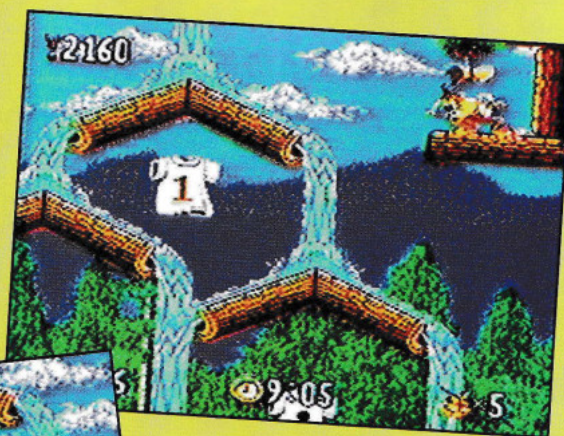
Don't worry about falling out of your little piece of the sky. Glide down to the waterfall's end where there's always solid ground underneath. So, now that you're all fired up, get goin'!



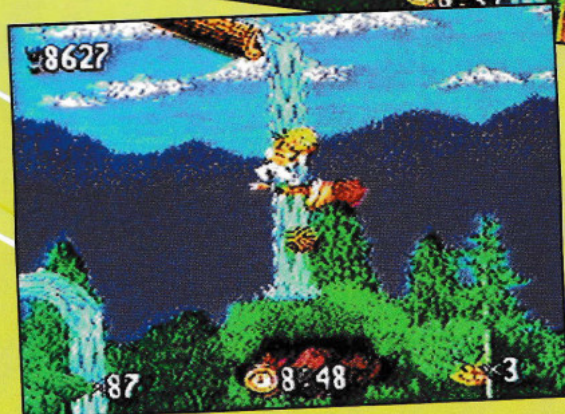
Take a flying leap from the spring pole to the land pad on your right. Hop to the other land pad. Jump up to the platform above and hop onto the waterslide. Take a wild ride to the end of the plume and glide down to the land pad. Jump up to the rotating platform where another waterslide calls. (*I say, let it keep callin'. Hooey.*) Quickly hop up to the small land pad above the waterslide. Hop up the land pad steps to a helicopter pad and take the helicopter pad to the warp cave so you can tag the mid-level marker.



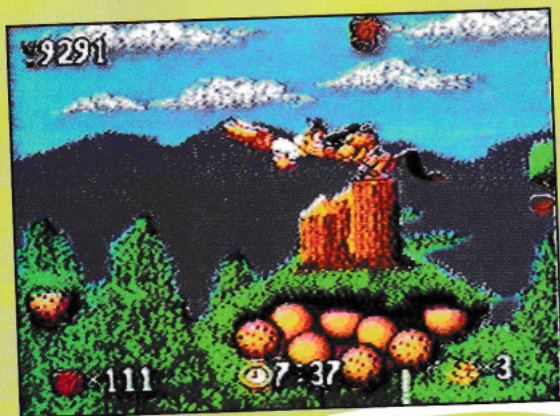
Take a quick look down. Do you see the Power-Ups hiding in the plume falls? (Well, *whattaya waitin' for—an invitation?*) Glide down to the left a bit to grab the first one. Then, hop to the right just as you get under the right plume. Grab the Super Power-Up. Dig the really cool theme music as you glide down and move to the right.



Use the spring poles to toss yourself onto the upper waterslide. Hop from the waterslide to the land pad. Hop once more to the right and you win a one-size-fits-all

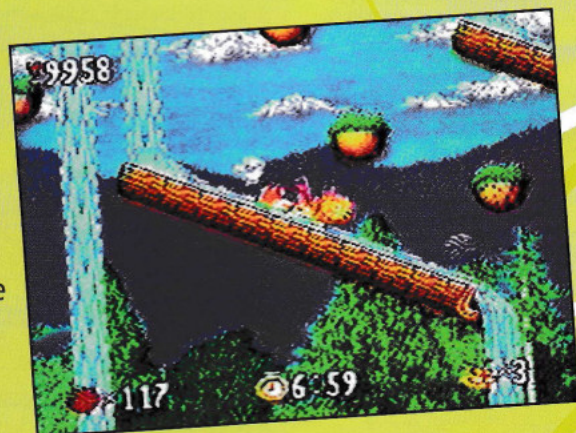


Power-Up. Congratulations. Hop back to the left, and then up. Jump on the helicopter pad and ride it to the land pad under the waterfall. Glide straight down to the waterslide below. It pours you out onto a mid-chapter marker.



Tag the mid-chapter marker. Take a running leap across the gorge to the spring pole. Jump onto it and fly up to the land pad above. Follow the small pad steps, but watch out for Mr. Beaver. (*Nice shootin', Tex. But this land pad ain't big enough for the both of us.*) After he fires, hop on his head and then move on to the next helicopter pad.

Follow the small pad steps down this time. Hop onto the waterslide and get ready to snag the Power-Up hiding under the plume. Glide down to the ground and move to the right. Hop and glide over the gorge to the warp cave. Dive right in. When you pop out, be sure to tag the mid-chapter marker on your right.

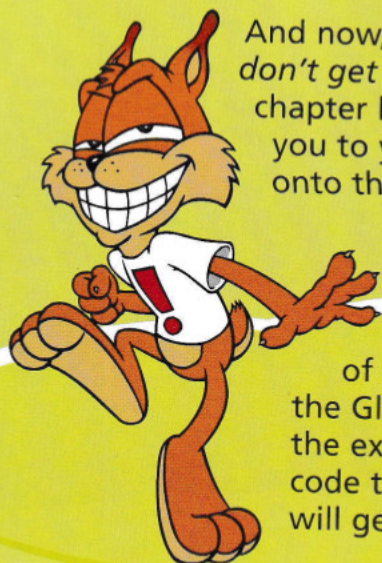


Follow the steps up to a land pad. Take a big jump to the right and land on a pad with a water lever. Is it pointing to the right? If so, glide down to the geysers below and ride the flow to the right. If you can, hop up to the small land pad to the right of the last geyser. You can hop up and to the right from there to collect the final Power-Up.



But if you took a tumble from the last geyser and just glided to the ground, that's OK, too. Take a big jump across the gorge to the trees. Keep moving to the right and tag the mid-chapter marker.





And now, here it is, the Last Tangle. (*Groan. The puns don't get any better than this, do they?*) The end of the chapter boss battle. Look down for the raft that will take you to your date with destiny. Hop on and ride. Glide onto those wily water dwellers to keep 'em out of your hair. The boss saucer comes from the right. Be patient as it makes an underwater circle of its prey... you. As it emerges from the water's depths, begin the attack. Hop and glide on top of the saucer, bouncing mercilessly. Don't let up on the Glide button. After three hits, it's all over. In all the excitement, don't forget to write down the passcode that appears on-screen. The passcode TGRTVN will get you to Chapter 13—Eye of the Bobcat.



Forest

"You can't see the forest for the trees." I know they must have been talkin' about these trees. They're HUUUGE. And that isn't the worst of it, pal. If you think the trees are big, wait'll you see the bugs...Eee-yuck. You know, I heard some of them carried off the Ranger's dog last week.... Oh, maybe it's not really that bad. Just in case, do ya have a can of Raid maybe 10, 12 feet high? Thanks. I owe ya, big time.

Chapter 13—Eye of the Bobcat

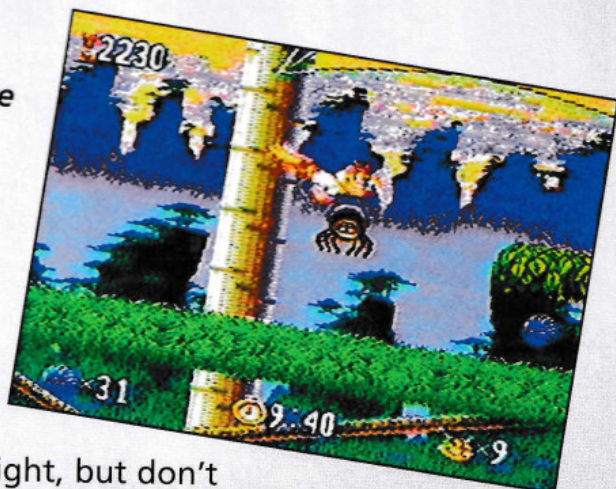
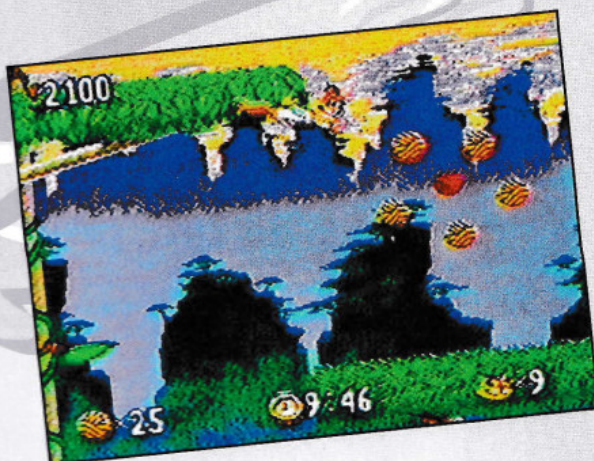
In this chapter, you really take to the trees. Try to keep your claws extended for good traction, because if you take a tumble off a branch, you'll have to go to the far left side of the chapter to get back up again.



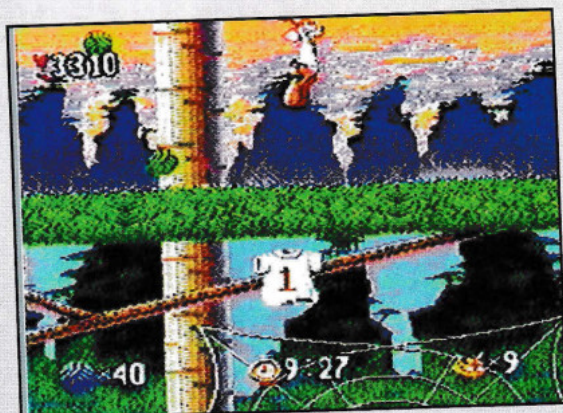
Tip:

When falling, try to find floating yarn balls and glide toward them. There are always platforms underneath.

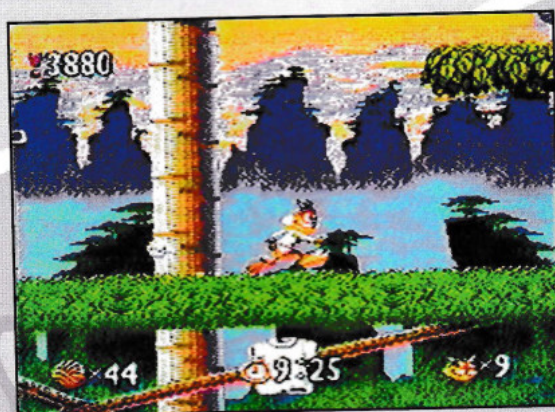
Start the chapter in a big way by whompin' some Woolies right off the bat. Take a hearty hop up into the first tree, and then jump up to a leaf pad on the right. Jump again to the platform on the right, but don't let those spiders sneak up on you! (Yeah, I know that in the real world,



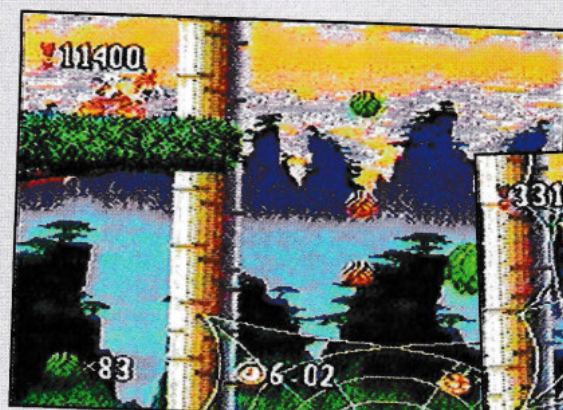
insects do not creep, slink, skulk or otherwise sneak up on bobcats. In the real world, insects are part of the wondrous circle of life. Hey! Who cares about the real world? We've got a game to play here!) Hop and glide on them to clear the path for your next move.



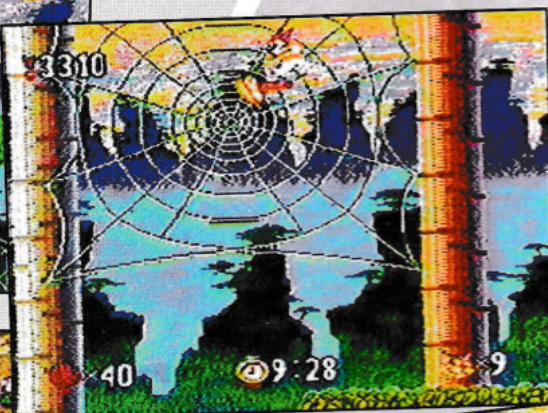
Go to the right end of the platform, take a running start to the left, and hop onto the spider spring. Move a little to the left and snag a Power-Up on your way to the next platform.



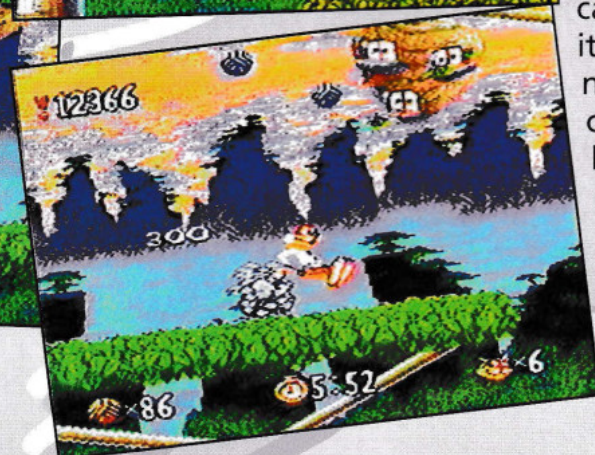
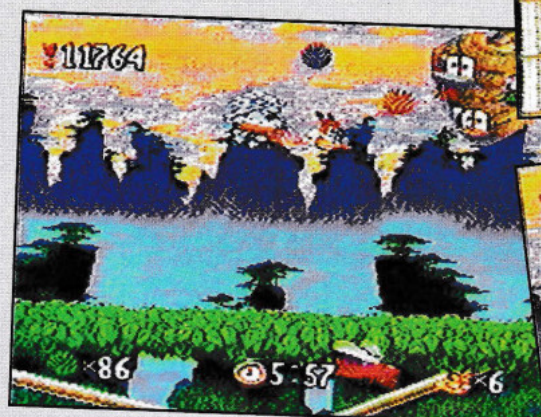
Now, glide back to the other platform and hop up to the warp cave on the right. Pop into the warp cave and almost immediately you'll see a Power-Up. Do a quick hop and it's yours. Go in the cave again to warp ahead into the chapter.



Jump up to the next platform on the right and tag the mid-chapter marker. Move up



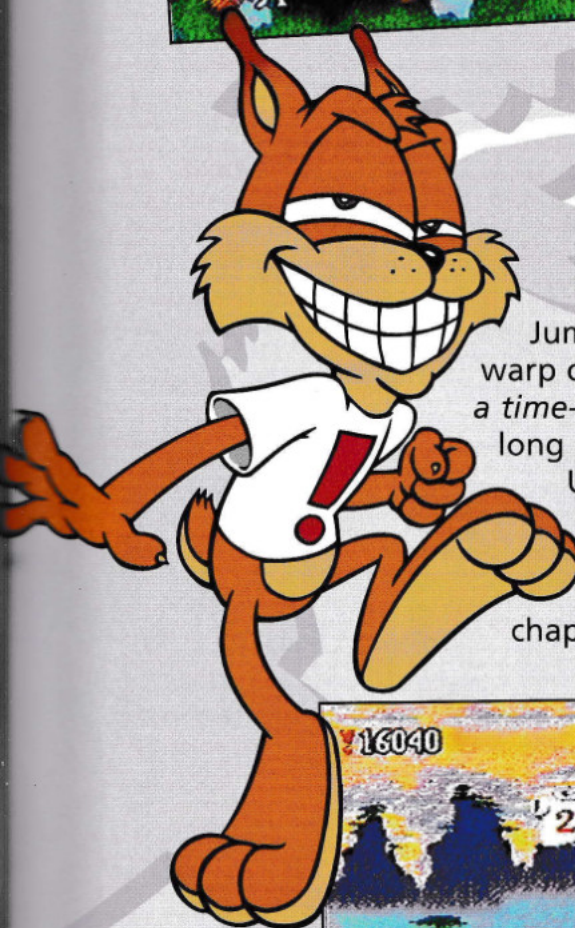
the tree to the next mid-chapter marker located on a long platform on the right side of the trunk. Tag it, but forget about the warp cave next to it. Hop to the next tree and climb the leaf pads to a long platform on the right.



Go to the end of the platform and tag the mid-level marker there. Make a leap of faith into the spider spring below the platform and use it to cat-a-pult yourself onto the long platform above it. Use your trusty hop and glide to fend off an attack of killer bees. Now work your way down the trunk on the leaf pads. (Watch out for the funky orange tree-frog. He's all legs and at least one of 'em aims to trip you up. If you see one, glide on it quickly.)



When you reach a long platform, begin moving to the right. Hop across the gap to the next tree. Jump down from the long platform to the right. Glide down to the next two platforms and pick up a Power-Up above each one. Glide straight down to the long platform at the bottom to tag the mid-chapter marker.



Jump up to the next platform on the right. Dive into the warp cave and transport to an entirely different tree. (What a time-saver! Whew!) Make your way up the tree to the long platform on the left. Grab the Power-Up and hop up to the next platform to finish the chapter.



Chapter 14—No Time to Paws

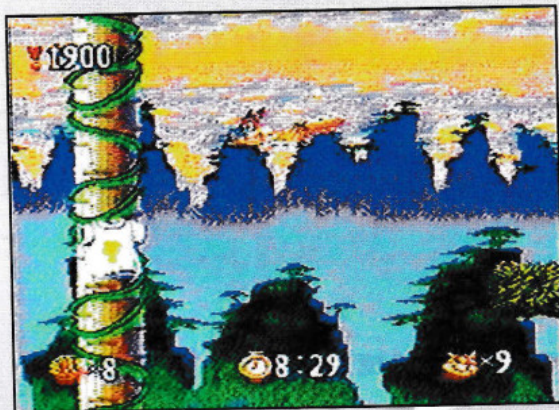
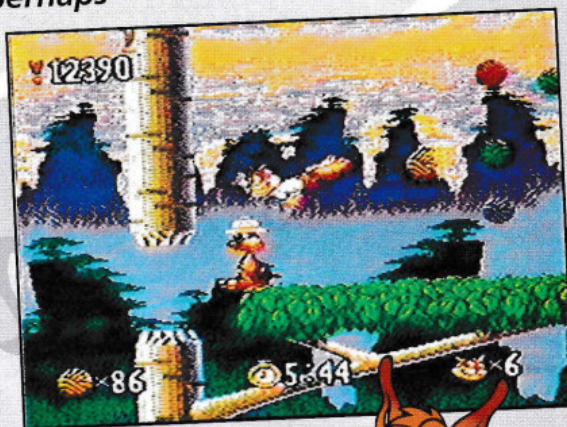


Caution:

The Surgeon General suggests that it really isn't a good idea to go hopping and jumping through the trees with NO NET below you, and even worse, NO GROUND, and that perhaps you should rethink the whole thing before you start.

(D'ya think this sounds Official enough? D'ya think the producers of the game'll buy it? Nah, I didn't think so, either.)

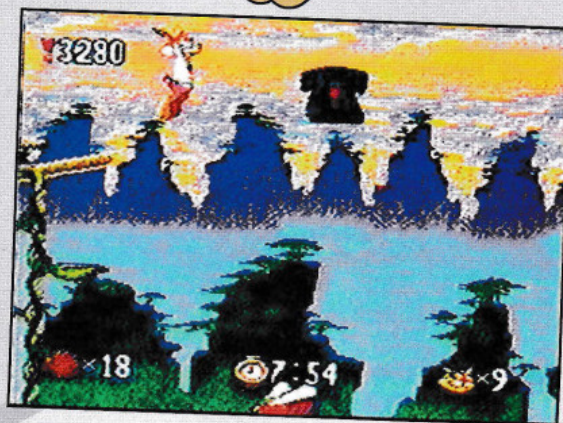
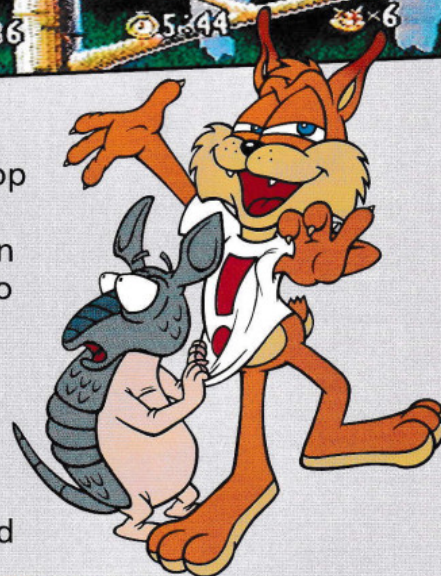
Begin the chapter with a positive attitude. It's only as difficult as it feels. (Yeah, right. That and a buck buys me a mug of root beer.) Jump up to the next platform on the right. Whomp the Woolie and hop up the leaf pad steps to make your way to the top. Jump to a platform on the next tree. Then, jump again to the right and enter the

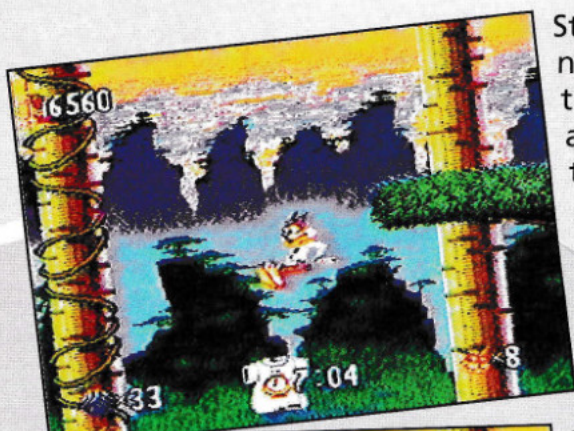


warp cave. Hop in again and transport even higher up into the tree. Tag the mid-chapter marker on the right. Next, hop and glide on the

harassing Woolie. Glide to the left to snag a Super Power-Up. Try to keep to the treetops and move to the right until you reach the Invincibility Power-Up.

on the

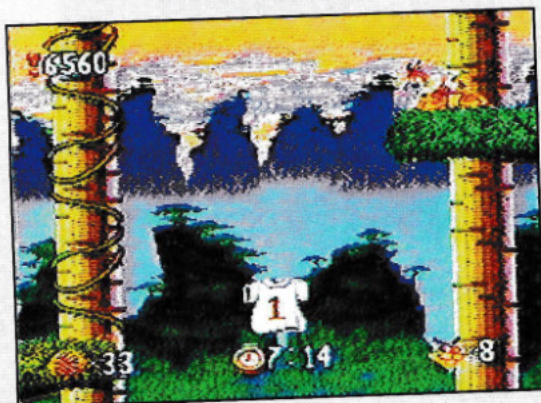
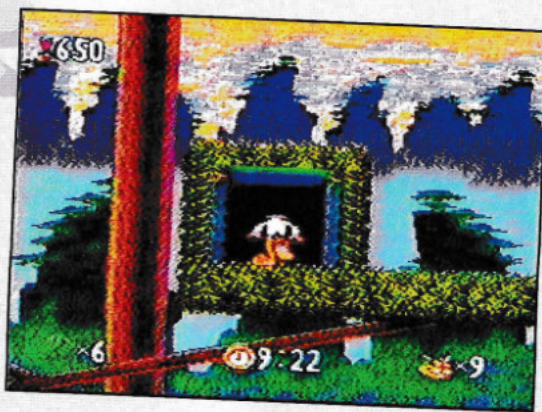




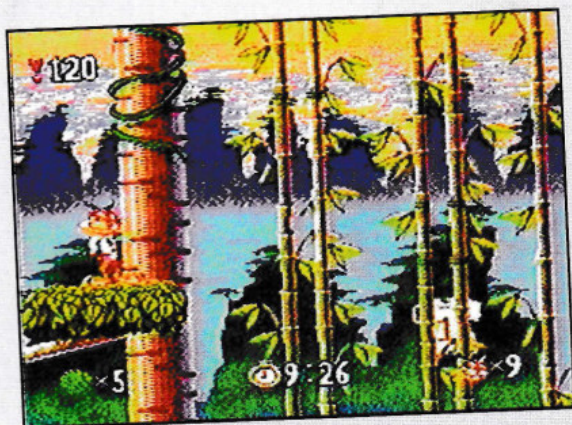
Start to make your way down through the next four trees, hopping and gliding on anything that tries to stop you. When you reach a long platform at the bottom of the fourth tree, glide down to the Power-Up waiting below. Don't worry, there's a spider spring underneath the Power-Up—you bounce into that and back up to the tree on the left. Go back up to the long platform and move to the right.

Wow! You can practically walk into the Power-Up at the end of the platform. But take a hop up instead, grab the Power-Up, and spring back up to the platform on the right. Tag the mid-chapter marker, but leave the warp cave alone. *(I wouldn't go in unless you want to lose all the ground you covered so far and tear your hair out in frustration. Nope, I guess not.)* Scramble down the tree, one leaf pad at a time, until you reach the long platform at the bottom.

You can enter *this* warp cave! It will dump you out on a long platform in another tree. From there, jump onto the spider spring. Bounce up to the long platform with the mid-chapter marker. Tag the marker and keep climbing up the tree. When you reach the break in the trunk, hop to the small platform on the right. Glide down to the long platform. Move to the right and hop up the leaf pads. Snag the Power-Up at the top and glide down from the platform, holding the controller to the right. Land on the long platform to finish the chapter.



Chapter 15—Lethal Woolies



Hop up into the tree. Your first goal is to get to the Power-Up near the middle of the third tree. When you see the bamboo on the right, you'll know you're close. The Power-Up is behind the bamboo, so glide out to grab it. Glide back to the left to land safely on a platform.



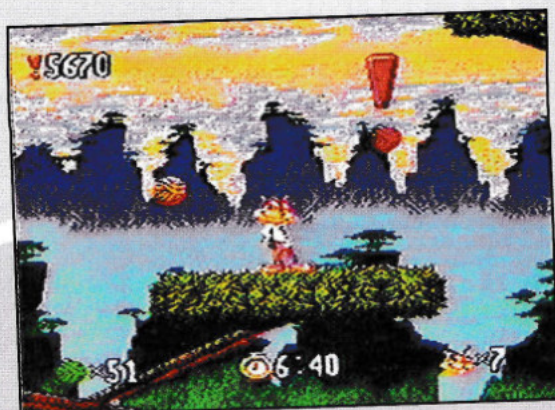
Hop back to the next tree on the left and climb up the leaf pads. Ever wonder how many bobcats can balance on the head of a pin? (*How the heck should I know? It's just a good thing for you that the platforms are a bit bigger than that.*) When you can't climb any higher, move to the tree on your right and keep climbing as far as you can. Then jump to the platform to the right and tag the mid-chapter marker.



Cross over the leaf pads and move back to the left. Jump up to the platform at the top of the tree and enter the warp cave.

Transport to a tree far, far away. Re-enter the warp cave there to play a bonus game. Re-enter once more to transport back to the first warp cave.





Hop and glide over the leaf pads to the right. When you reach the bamboo platforms, keep moving to the right. Climb over them to reach the next mid-chapter marker. Glide left from the edge of the platform to snag a Power-Up. Glide back to the right to land safely on a platform.

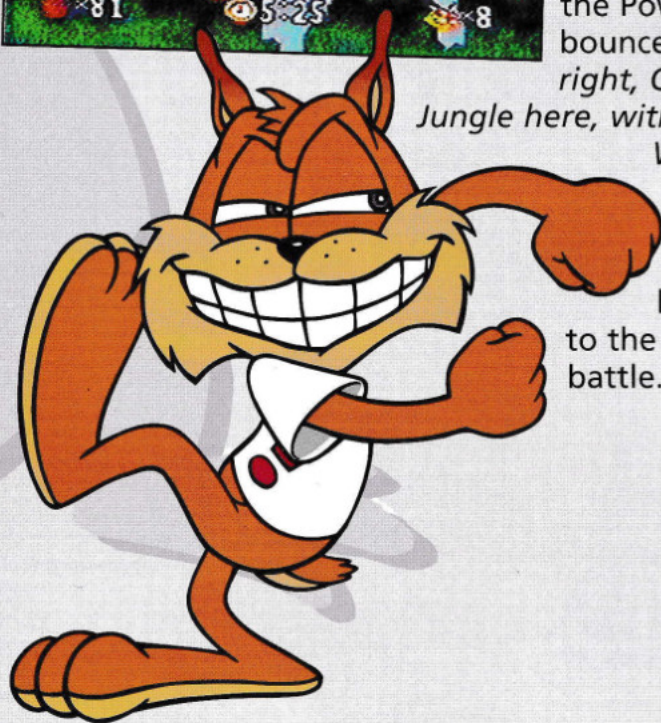
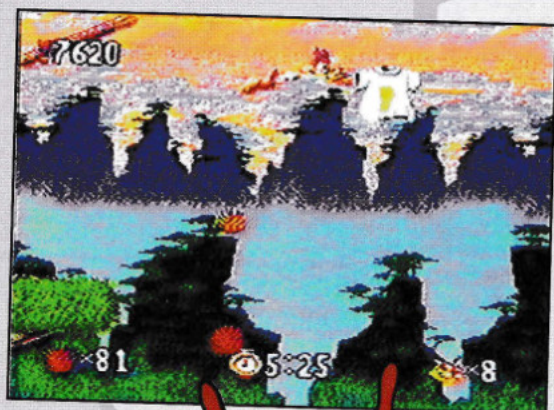
Hop straight across platforms and leaf pads to reach the Super Power-Up. Glide down and land on the long platform. Now move to the right until you reach the end of the platform. Glide down (and a little to the left) to reach the next mid-chapter marker. Tag it and hop and glide to the

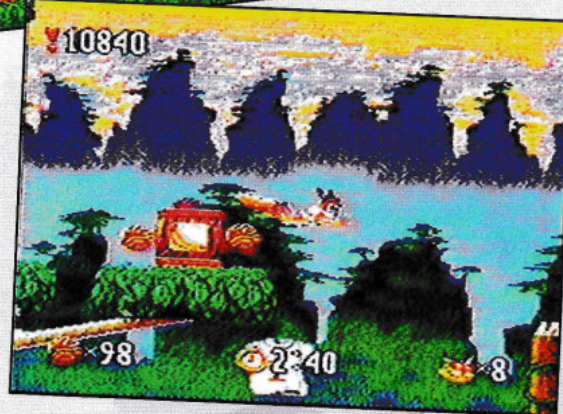


long platform on your right. Hop up (and to the right) to tag the next mid-chapter marker.

Hop and glide to the right as you head for the next tree. When you see its trunk, glide down next to it to find a landing pad. Hop up and right to the long platform. Move to the right and hop over and down to the Power-Up. Glide off the platform and grab the Power-Up. Land on the spider spring and bounce up to some platforms on the left. (All right, Oh Wise One. I feel like George of the Jungle here, with all this hoppin' and glidin' around.

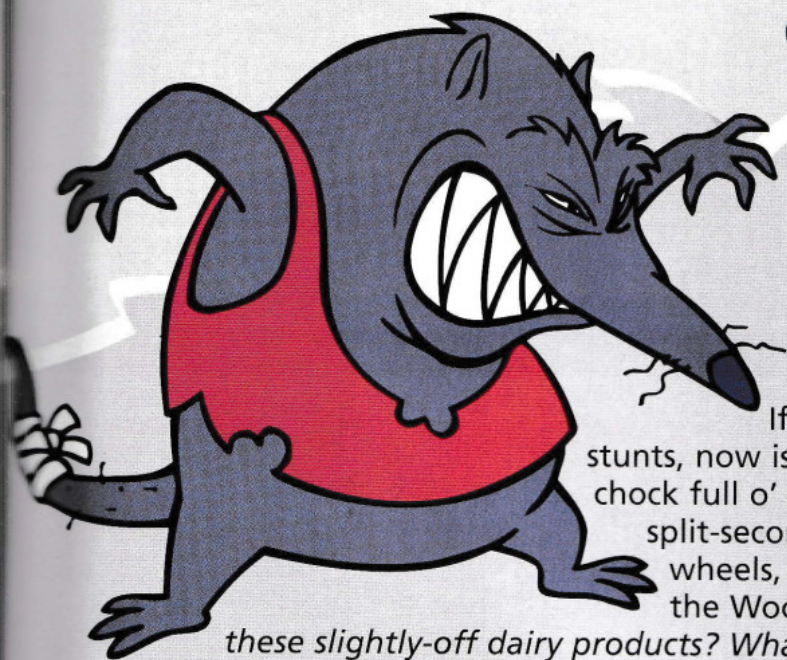
When do we get to meet some serious Woolies?) From there, hop up to the long platform on the right. Make your way down the last tree to the last mid-level marker. Tag it and move to the right to get ready for the boss Woolie battle. (Oh, yeah!)





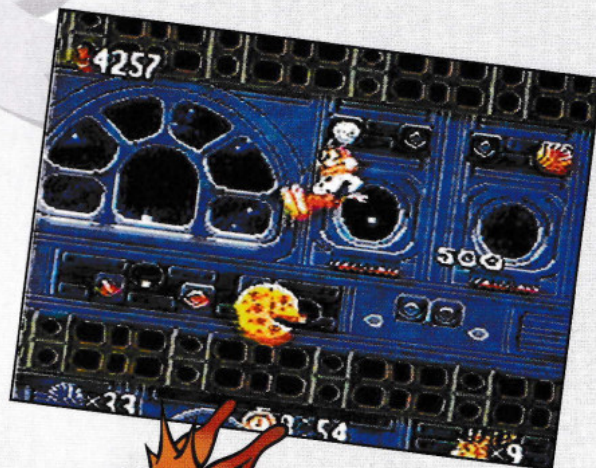
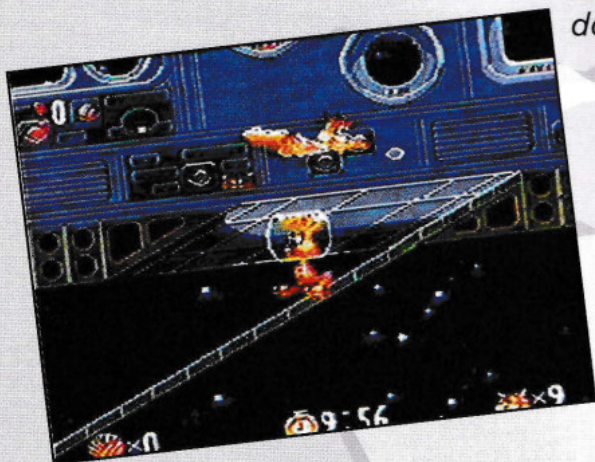
Lucky for you, these Woolies never seem to change their tune. Use the same great moves you used to whomp them in the last chapters. When the two Woolie ships come down, hop and glide onto them as soon as you can. Keep your thumb glued to the glide button as you bounce and bash the Woolies into oblivion. *(So, I'm a little excited. Does it show too much?)* As always, write down the passcode (STCJDH) that appears on-screen. It will take you to Chapter 16—A Farewell to Woolies.





Woolie Boss

If you've been saving any moves or stunts, now is the time to use them. This place is chock full o' Woolies! It will take quick reflexes and split-second timing to hop the smelly cheese wheels, dodge the rotten eggs, and whomp all the Woolies you see. *(What is the deal with all these slightly-off dairy products? What's next? Tubs of terrible, turgid cottage cheese? We're gonna get the farmers down on us. I just know it!)*



Whomp some Woolies right away as you make your way up the ramp to the first floor. Keep moving to the right. Jump up to the second floor and glide to the left. Hop and glide all the way as you go to the left. This section is pretty thick with cheesewheel-rolling Woolies. Jump into the Woolie Warp Transporter and zap to a new, challenging area.

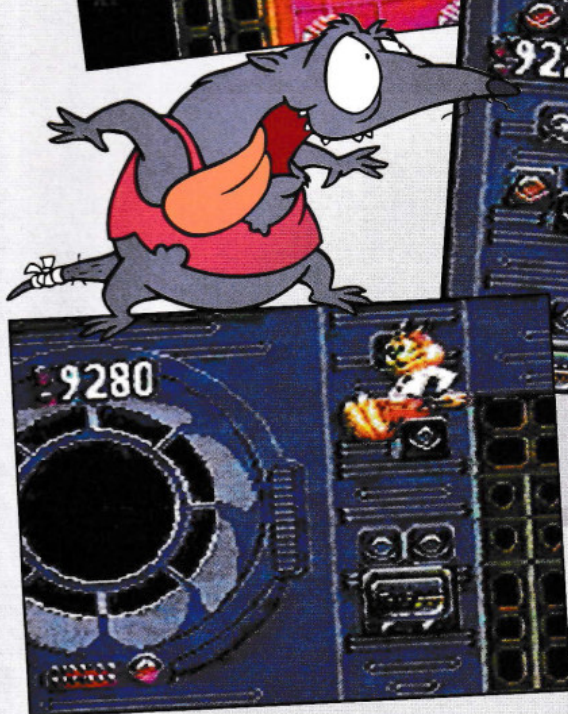




On your way out of the Woolie Warp Transporter, tag the mid-chapter marker. Jump over the red water (*I don't even want to guess what's in that stuff!*) and land on the platform so you can glide into Woolies that get in your way as you move to the right. After you hop from the last platform, wait for a moment.

There is a Woolie on the ledge above, firing a bad ol' bubble blaster. Don't underestimate the effect those itty-bitty soap bubbles will have on your general state of health. (*Remember that part of the speech about "split-second timing?" Bullseye.*) Watch the

frequency of the blasts and time your jump between them. Hop and glide to the right to take out two flying saucers. From there you can enter the Woolie Warp Transporter.

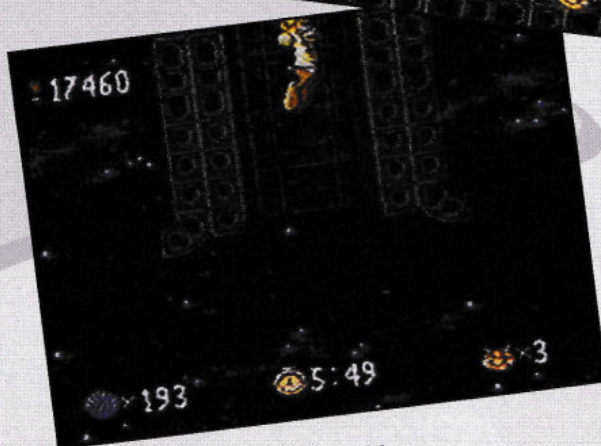


Now hop and glide to tag the mid-chapter

marker and trip the lever to drain the red water in the first area. Glide down through the opening, but keep an eye out for sneaky flying saucers. Land on the ground and trip the next water lever. Jump onto the spring pad, and give it an extra boost with the Jump button. Glide to the left and trip yet another water lever. (*All right, that's it. I think it's time to talk extra buckeroones for all this lever tripping. First, they make me do all my own stunts. Then, I have to share my trailer with all those sticky tree frogs. Whatta mess! And now this, I've had it, I'm tellin' ya....*) Hop and glide over several platforms, keeping flying saucers at bay, until you reach... another water lever. (*Ooh, they're really pushin' this bobcat's buttons.*) Hop and glide quickly to the right to reach a Woolie Warp Transporter.

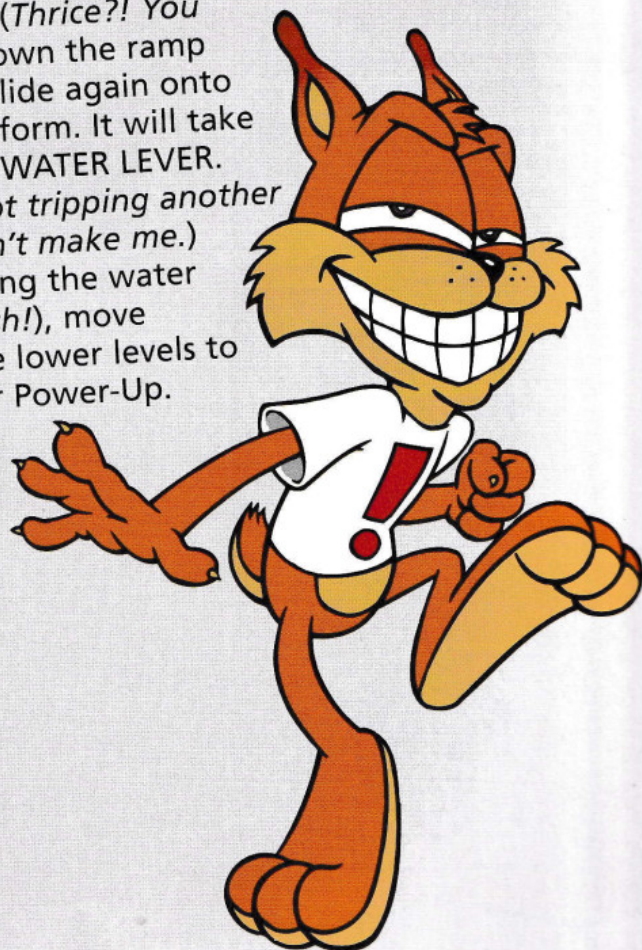
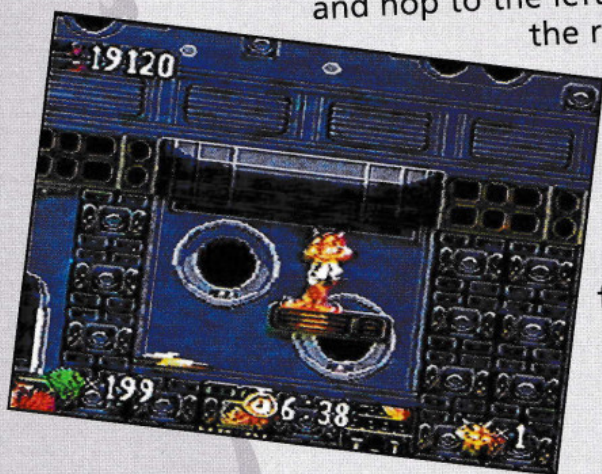


OK. I know it looks pretty spooky, but there *is* a way around the Wool Ion Generator. (Don't get caught in that thing. We're talkin' static cling so bad you'll have a lifetime of bad fur days.) It's that split-second timing thing again. Watch the patterns of the bolts and take a huge jump to the left. Before you try to clear the next four ramps, look before you leap—nasties are crawlin' outta the woodwork here. (No mean feat, because the Woolie ship is made of metal.) Enter the Woolie Warp Transporter at the top of the ramps.

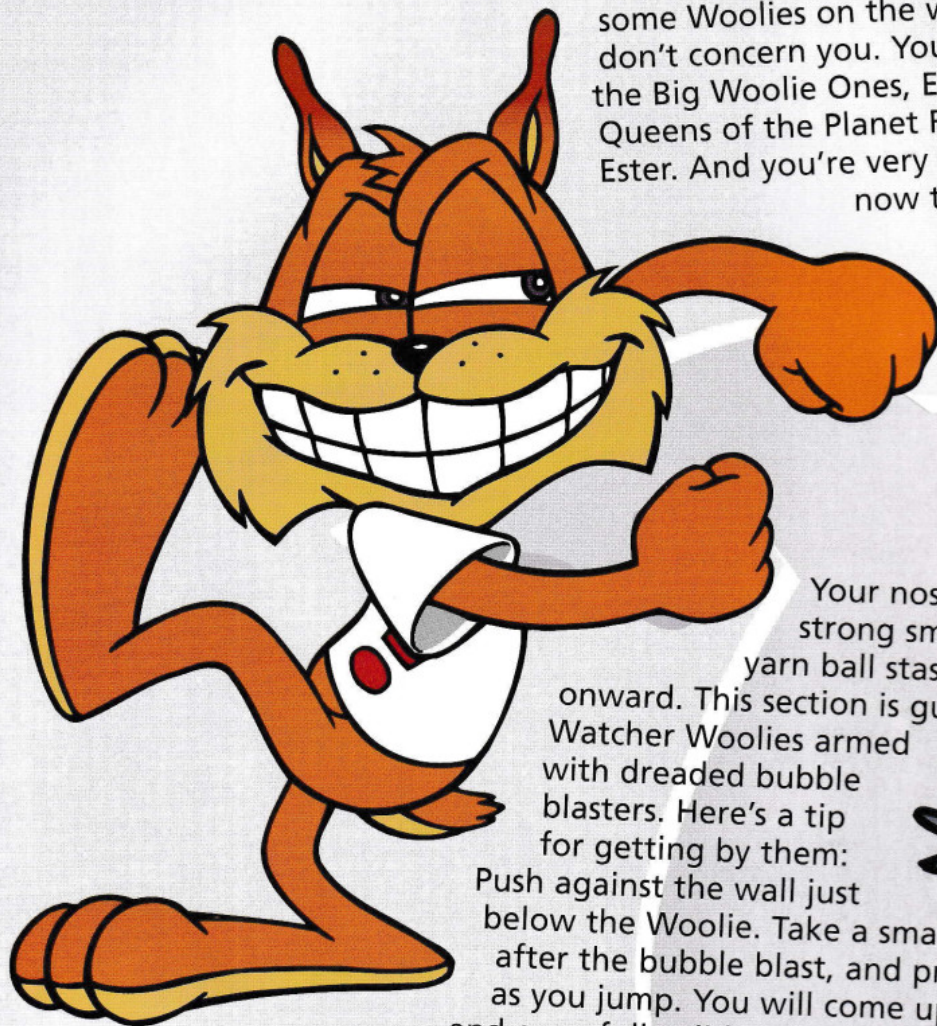


Tag the mid-chapter marker and enter the Woolie Warp Transporter, once, twice, and thrice. (Thrice?! You mean three times or what?) Glide down the ramp and hop to the left. Hop and glide again onto the rotating platform. It will take you to... a WATER LEVER.

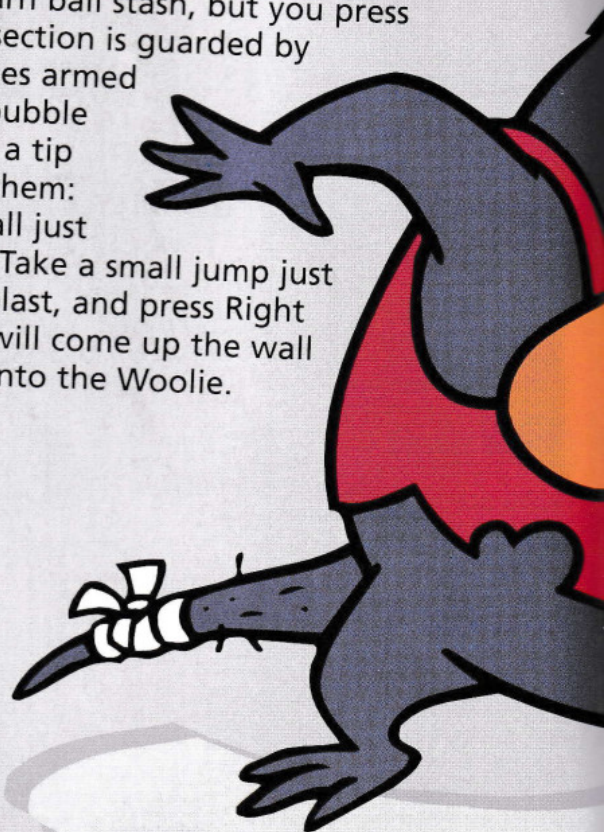
(No, I'm not tripping another one. Ya can't make me.) After tripping the water lever (Sheesh!), move down to the lower levels to find another Power-Up.



But wait a minute—not so fast. There is a bubble-blasting Woolie down there, too, just waiting to ambush hasty bobcats. Once again, jump carefully to avoid getting hit, take a running leap up to the right, and glide straight for the Woolie Warp Transporter. You might have to peg some Woolies on the way, but they don't concern you. You are seeking the Big Woolie Ones, Exalted Twin Queens of the Planet Rayon, Poly and Ester. And you're very close now. It's now time to enter the Woolie Warp Transporter.



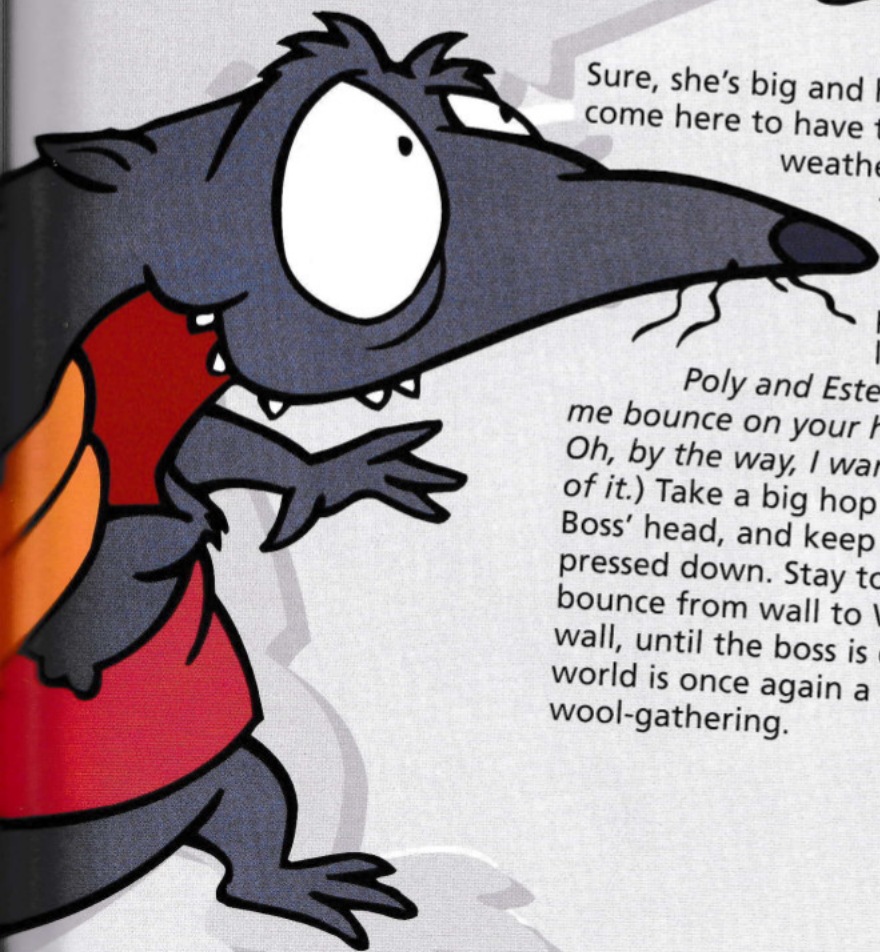
Your nose is itchy from the strong smell of your pilfered yarn ball stash, but you press onward. This section is guarded by Watcher Woolies armed with dreaded bubble blasters. Here's a tip for getting by them: Push against the wall just below the Woolie. Take a small jump just after the bubble blast, and press Right as you jump. You will come up the wall and gracefully glide into the Woolie.



Hop and glide, moving to the right, and clear out any lingering flying saucers. Collect the last Power-Up and hop up to the left. You are now in the last area of the game. Move to the middle of the room and prepare to meet the Woolie Boss.



Sure, she's big and has two heads. But you didn't come here to have tea and scones and talk about the weather in Bora Bora. You have a score to settle. (*I am bobcat; hear me roar.*) The technique to rid the Earth of these wretched wool-plunderers is to draw them to the left side of the room. (*Come here, Poly and Ester, my little lint-laden aliens. Let me bounce on your heads. Bounce, bounce, bounce. Oh, by the way, I want the yarn back. And I mean all of it.*) Take a big hop onto the Woolie Boss' head, and keep the Glide button pressed down. Stay to the left and bounce from wall to Woolie, Woolie to wall, until the boss is defeated and the world is once again a safe place for wool-gathering.



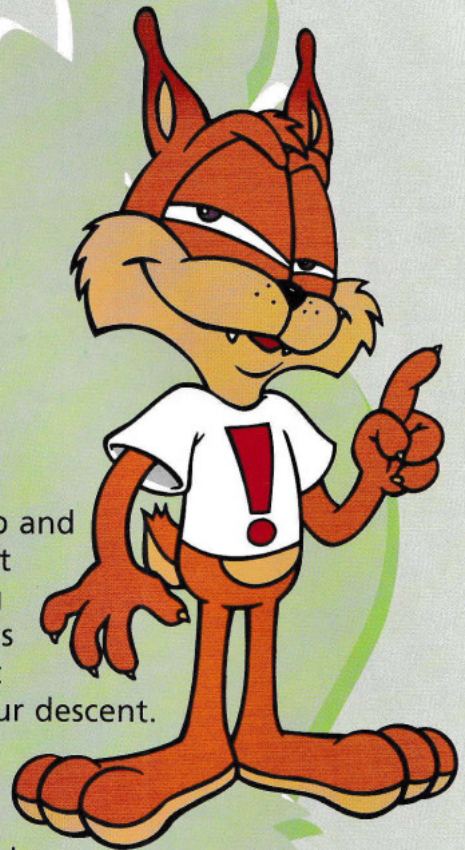
Game Genie Codes

Bubsy: Claws Encounters of the Furred Kind

Code	Effect	Code	Effect
7E00-A104	Invincibility	DF6D-472A	Start on chapter 2
7E00-DF59	Infinite time	D46D-472A	Start on chapter 3
7E00-A304	Always Black	D76D-472A	Start on chapter 4
KEXT-AAA4	Start with 66 lives	D06D-472A	Start on chapter 5
BL9V-CAAY	Each yarn ball worth 10	D96D-472A	Start on chapter 6
766C-1766	Numbered T-shirts worth one more	D16D-472A	Start on chapter 7
DDB1-175C	Infinite lives	D66D-472A	Start on chapter 8
DD34-4D6D	Start with 1 life	DC6D-472A	Start on chapter 9
D034-4D6D	Start with 5 lives	DA6D-472A	Start on chapter 10
4034-4D6D	Start with 25 lives	D26D-472A	Start on chapter 11
9D34-4D6D	Start with 50 lives	D36D-472A	Start on chapter 12
5934-4D6D	Start with 75 lives	DE6D-472A	Start on chapter 13
DD60-1FD6	Each yarn ball worth 0	FD6D-472A	Start on chapter 14
D960-1FD6	Each yarn ball worth 5	FF6D-472A	Start on chapter 15
FD60-1FD6	Each yarn ball worth 10	F46D-472A	Start on chapter 16
DD69-4F6C	Crate of yarn holds 0 instead of 25	946B-1D8B	Bogus jump
9D69-4F6C	Crate of yarn holds 50	716B-1D8B	Super jump
5969-4F6C	Crate of yarn holds 75	436B-1D8B	Mega-jump
BB69-4F6C	Crate of yarn holds 99	DDB4-3404	Infinite time

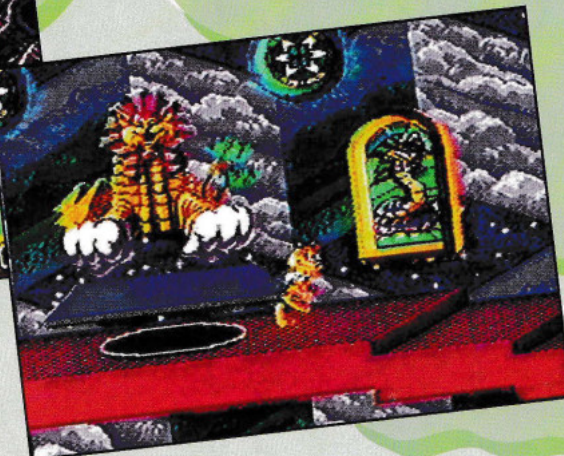
Bubsy II

Cat Moves, Too!



Don't forget that jump and glide are two different Bubsy moves. Pressing the Jump button gives you more height, but little control over your descent. Plus, if you jump

from a great enough height without using glide, you smash into the ground when you land. Pressing the Glide button only makes you jump low, but you can't clear any high obstacles. Practice using both buttons together. Keep the ball of your thumb on Jump, using it to take off. Then, rock your thumb forward to Glide after you're in the air.





When you're on a bounce platform, press the Jump button for added height. You can reach some of the really cool hidden stuff only by jumping on a bounce platform while pressing Jump.



If you hold down the Glide button while you run, you often can clear narrow bottomless pits that you might otherwise fall into. But don't try it on the wider pits; you'll just be in for a world of hurt.



Power-Ups: The Sequel

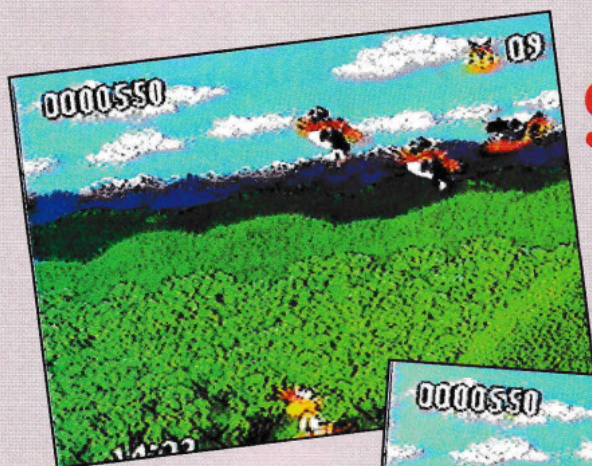
In the first game, *Bubsy I*, you got a new wardrobe of terrific T-shirts. And now, the producers will generously supply you with new TOYS!

(Sheesh, what a teacher's pet. They make ya work for 'em, ya know?)

Ballzooka

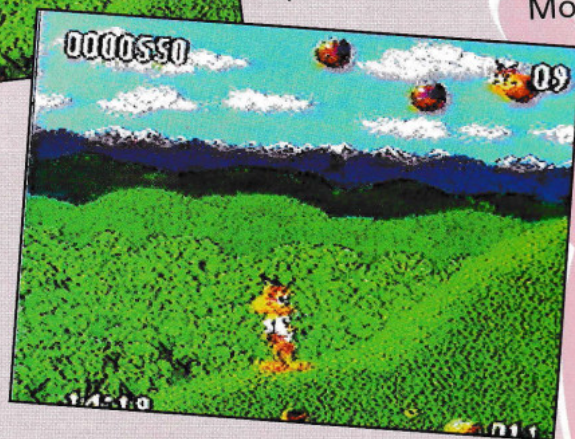
When enemies are thick and in a horizontal row, the Ballzooka can take them out without any risk to you. And better yet, they turn into juicy trading cards when you Nerf 'em. The Ballzooka also is a great way to safely take out Hogs walking on the ceiling. If you get some pretty rapid fire going, you'll easily clear the path you need. Be careful though, Ballzooka blasting eats a lot of ammo.



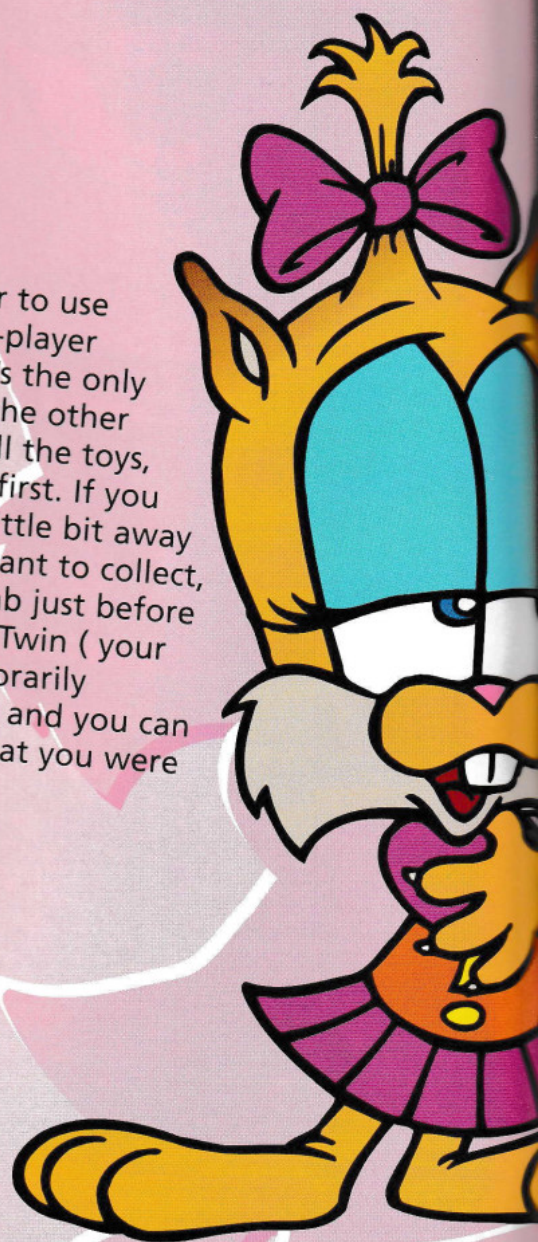
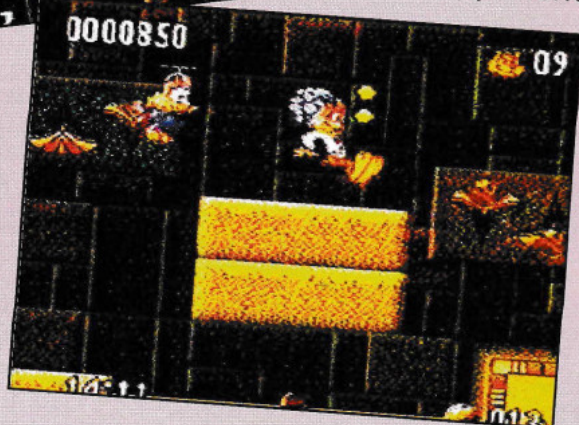


Smart Bomb

In the one-player game, save the Smart Bombs for areas with lots and lots of enemies. These bombs are especially useful on packs of Flying Squirrels and Penguins, Bees, Butterflies, and Moths. (Just wait 'til ya get to the Medieval world. The place is full of 'em!)

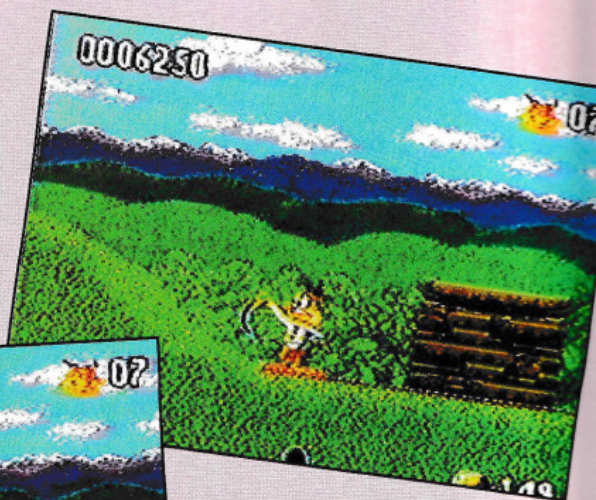


If you don't remember to use Smart Bombs in the 2-player game, you're sunk. It's the only thing that can keep the other player from taking all the toys, marbles, and points first. If you know you're just a little bit away from an item you want to collect, set off a Smart Bomb just before you get there. The Twin (your opponent) is temporarily stunned and you can grab what you were after.



Portable Hole

These holes are useful when you want to stock up on items and when you know just where to get them. Duck into a world you know well—one that has the goodies you want. Play the world until you have the items you need, and then use the Portable Hole to duck back out. Now armed, you can continue to unexplored or more difficult levels with ammo and lives on "full."



Diving Suit

For a quick escape from hordes of Oinker's henchmen in the Music World, put on the Diving Suit and jump into an upright horn. You get to play that laugh-a-minute mini-game, Liquid Lunacy. (Are you sure Underwater Basketweaving wouldn't be more fun?)

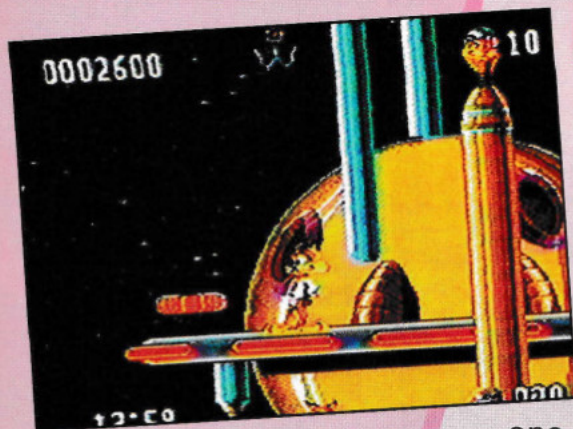


Other Nifty Things To Collect



Super Marble

Worth a phenomenal *ten* Trading Cards, you find the Super Marble only in the Liquid Lunacy mini-game. (*Oh sure, aren't you forgetting to mention something?*) As you look for the mighty Super Marble, sidestep that one itty-bitty-teeny-tiny... whirlpool.



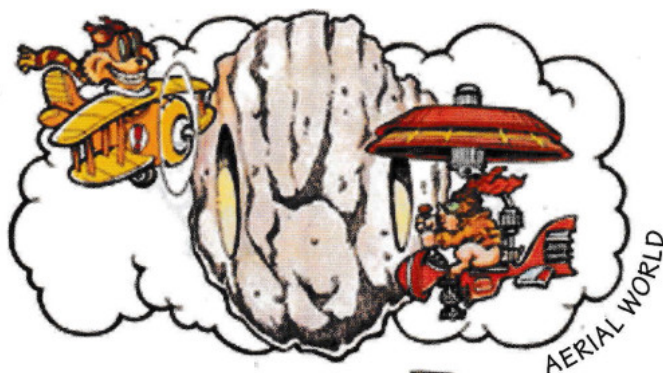
Patch-Up

Great for what ails you, (*Which is just about everything in this place!*) the Patch-Up Power-Up is just what the doctor ordered. If you've taken too many knocks on the ol' noggin, use it to return to glowing good health. It's not a good idea to grab Patch-Up Power-Ups as soon as you see them, however. If you haven't been hit, wait until you really need one. Make a note of where the Power-Ups are, and then go back later when you're lookin' kind of ragged.

Amazatorium Souvenir T-Shirt

Here's what you may be thinking: "Hey, those Souvenir T-Shirts look awfully similar to the Power-Up T-Shirts in *Bubsy I: Claws Encounters of the Furred Kind*." And well, you're right. They are the same shirts. Oinker P. Hamm, knowing a deal when he smelled one, bought all the shirts left over from the last game. What you don't get to see is the back of the shirt, which reads: "Bubsy Bobcat suffered a humiliating defeat at the hands of Oinker P. Hamm, entrepreneur extraordinaire, in his marvelous Amazatorium and all I got was this lousy T-shirt." One or Two Lives per shirt—get 'em while they're hot.





Just think of it. Me. Bubsy Bobcat. Fabulously talented star of game and screen, reduced to being an Amazatorium tour guide. I just gotta get a better agent!

Today, I'm your Official Tour Guide to the Amazatorium. Start the game where my paw prints are and pick which direction you want to explore: either the East Wing or the West Wing. Once there, choose the first (easy), second (harder) or third (hardest) floor and you're off and

running. There are five worlds (Egypt, Music, Space, Medieval, and Aerial) on each floor in each wing. To win the floor you gotta do two things: 1) find the end level marker (big, red marble) in each of the five worlds and, 2) defeat Oinker P. Hamm. P.S. In case you're counting, that makes it SIX fabulous

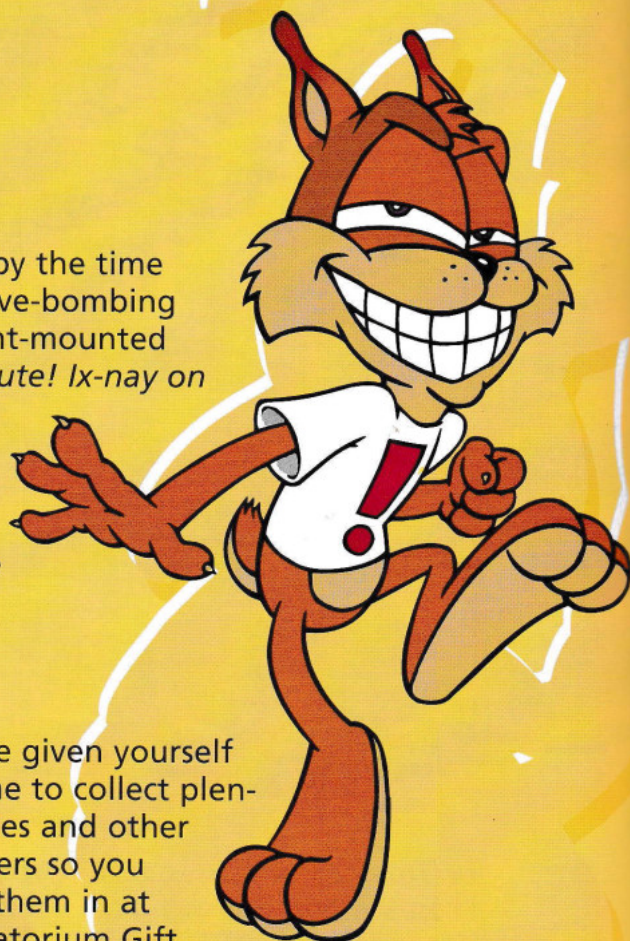
Bubsy and the Bubsy character are trademarks of Accolade, Inc. ©1991 Accolade, Inc. All rights reserved.



The Amazatorium Tour

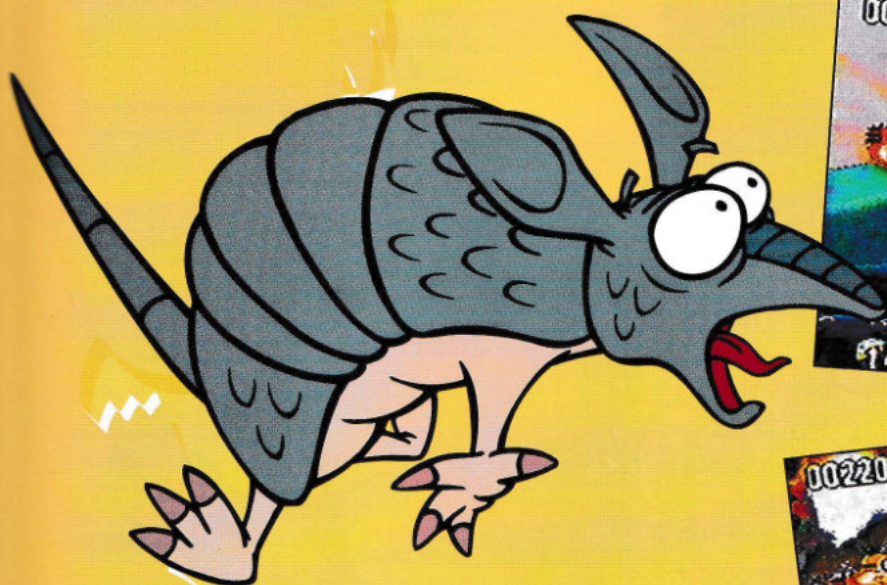
Aerial

You'll learn how to do a dozen things at once by the time you master this world: fly like an ace, dodge dive-bombing enemies, shoot Nerf balls with your handy, front-mounted Ballzooka, juggle live puppies, etc. (*Wait a minute! Ix-nay on the live puppies. People are already pitchin' a fuss about the mini-games.*) You'll need quick reflexes, or barring that, you'll need to play it over and over again to learn where Oinker's henchmen are hiding. But now it's time to take to the not-so-friendly skies.



Hope you've given yourself enough time to collect plenty of marbles and other point earners so you can trade them in at the Amazatorium Gift Shop for puh-lenty of Smart Bombs and Ballzookas. You'll need 'em *before* you ever jet into the Aerial World. (*Unless "totally without strategy" is your middle name, I would visit this world last or next to last.*) The sheer volume of enemies makes it one of the more difficult worlds. (*Hey, don't say I didn't warn ya!*)

You can use Smart Bombs to take out enemies that fly in packs. Any group larger than two is too many to take out with the Ballzooka, so don't waste your Nerf ball ammo on groups—especially flying squirrels, penguins, and bees. They all just laugh as the Nerf balls sail by them. "Missed me, missed me," they shout in their cheesy, high-pitched voices. (Jeez, Wordsworth, you're starting to take this pretty seriously, aren't ya?)



If you fly blind, you'll hit every enemy and obstacle in sight. However, there *is* a better way. You can follow the floating marbles as you fly. (Who's flyin' this plane, anyway? Suzy the Seashell Seller?) The marbles will show you where your flying enemies are and help you line up for a straight Ballzooka shot at them.





You can see your enemies lined up like sitting ducks. Or in this case, like walking hogs in suits. However, not all of Oinker's henchmen are as crafty as the flying enemies. Jimmy "Knuckles" Hog, Sheba the Kickboxing Princess, and their minions (*Is that anything like bunions, only smaller?*) are lined up in happy rows on the blimps. Just use your Ballzooka rapid fire to Nerf 'em out of your way.

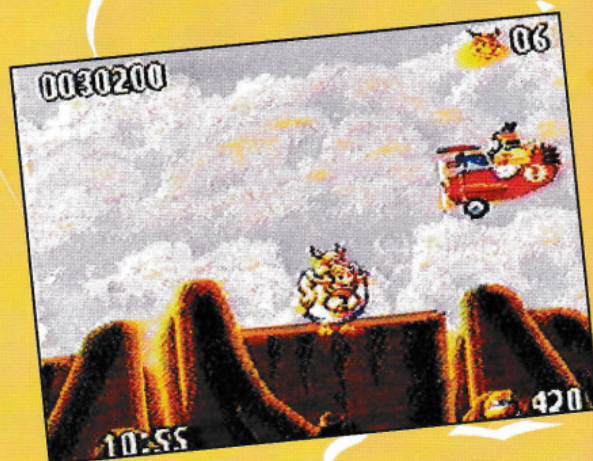


So much attention has been paid to Smart Bombs and Ballzookas, that a critical weapon has been forgotten. (*The sour milk blaster?! That's it. Bring in the farmers—we're history.*) The weapon's called the Pie plop. You can use the Drop button to plop pies on henchmen positioned below you.

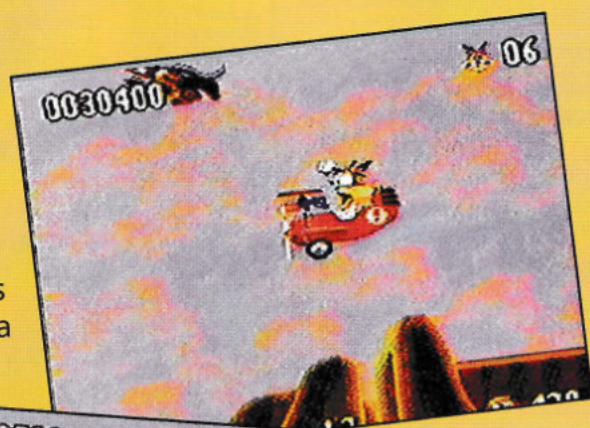


Tip:

You can use the Pie plop at the same time that you're firing Nerf balls forward.



You're cruising along, thinking everything's going just dandy. And then, from out of nowhere, you get hit by the largest, ugliest prune this side of a dried fruit box. Just as you recover your senses, you have time to look up and see one more coming right for you. But this one's not a large, ugly prune. It's a giant, purple meteor monster—and he has a grimace with your name on it. Take this advice: Forward Ballzooka. Hit 'em fast and hit 'em hard *before* they make it to your plane.

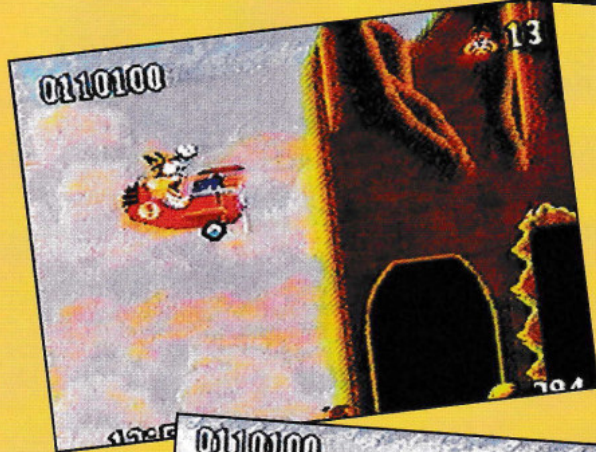


Hey! At four o'clock—a Souvenir T-Shirt worth two extra lives. You quickly dive, circle back, and go for the gusto. And you promptly get pounded for all your effort. You don't want to be too hasty when chasing after Power-Ups. They are usually guarded by Lambo, Captain Clack, or some other powerful nasty. You should plot your attack carefully. Come in from the rear with your Ballzooka a-blazin'. Or, if you can't get that close, set off a Smart Bomb or plop 'em with a pie. Then you can pick up your Power-Up with pride.





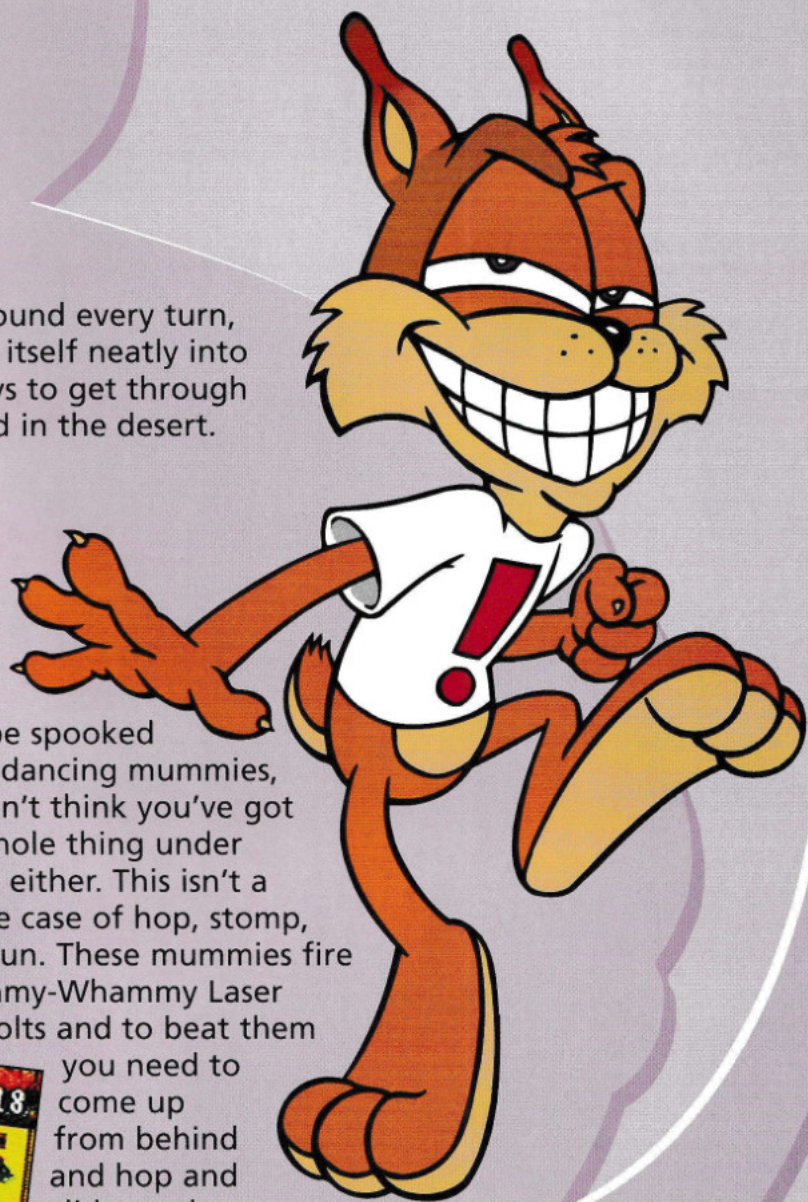
And speaking of Lambo and Captain Clack, they're both a couple of tough cookies. Lambo has a turbo-decibel bleat that can knock you over before you ever see him and Captain Clack fires Zap bolts that will short circuit your plane and jolt you out of your daydreams, *fur* sure. (Mayday, mayday...this bobcat requests an emergency landing.)



For the folks out there who would run their plane into things just to see what it can (and can't) fly through, here goes: Don't fly into cliffs, rocks, blimp propellers, or balloon gondolas. If you do, you're guaranteed a crash and a hit. When you run into a flying or non-flying enemy, you also absorb a hit for each object you plow into. On the other hand, you can safely fly through or pass by balloons, blimps, and helicopters. (Thank you for flying Air Bussy. We hope you have had a pleasant flight with us today. If not...check out another world!)

Egypt

In the Egypt World, danger lurks around every turn, slinks down every stream, and tucks itself neatly into every corner. There are as many ways to get through this maze as there are grains of sand in the desert. Betcha can't try just one...

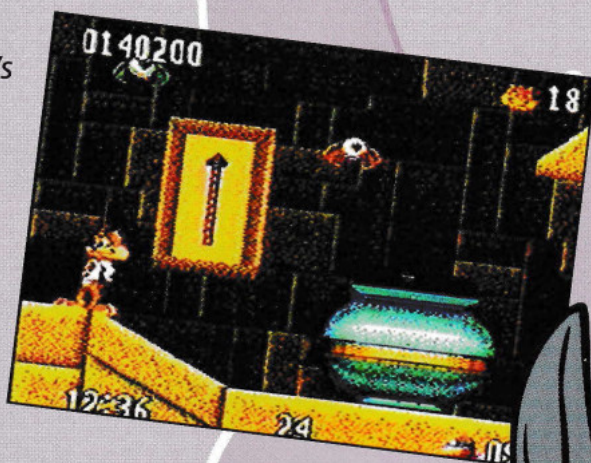


Don't be spooked by the dancing mummies, but don't think you've got the whole thing under wraps either. This isn't a simple case of hop, stomp, and run. These mummies fire Mummy-Whammy Laser Bolts and to beat them

you need to come up from behind and hop and glide on them before they can start firing.

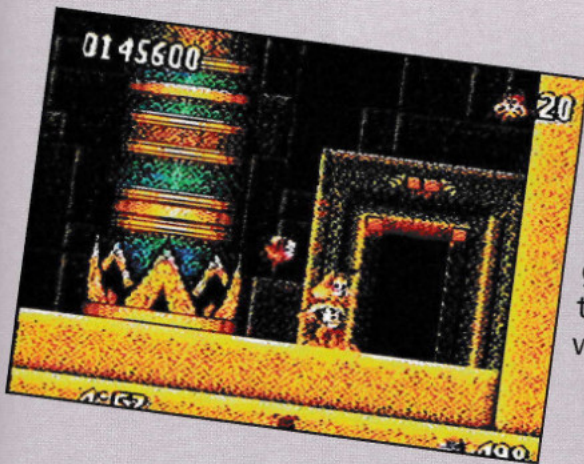


When you see a frenzied flock of flying Evil Eyes or a mess of Tomb Moths coming straight at you, use your Smart Bomb. It turns them into harmless marbles while you keep your distance. (Now, *that's* smart. Very smart.)

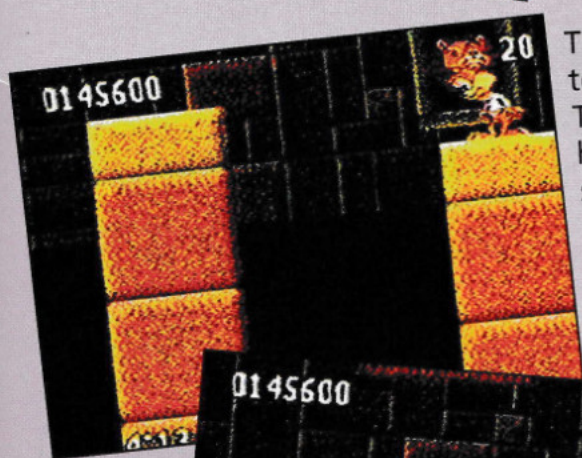


You may see a large, coiled snake statue in some of the rooms. There's no need to worry about Sahara Bernhardt because she's just there for *looks*. Instead, keep an eye on those sneaky, carved alligators on the wall. You need to hop and glide on them before they can take a bite out of you. (Sheesh, art that turns on you when you're not looking. I've got a bad feeling about this.)

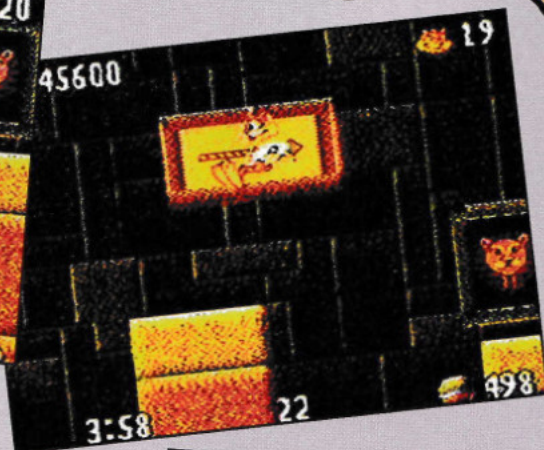
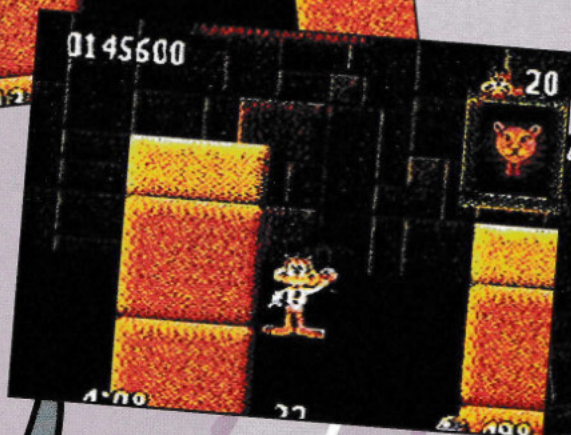




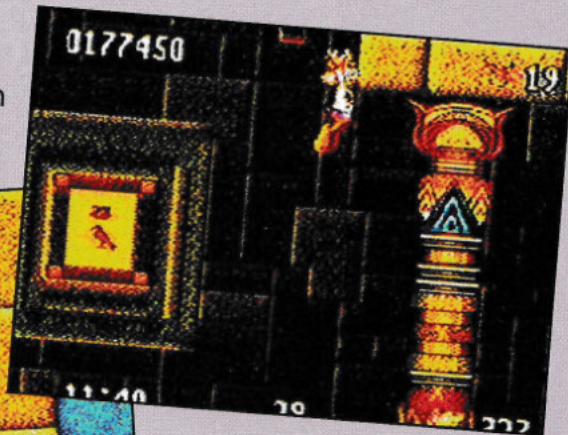
Remember that all warp caves were not created equal. Some lead to mini-games and others to different locations in the world. But one thing is guaranteed: Most will take you to something useful or otherwise helpful, so step right in...



There are bottomless pits to watch out for too. They're easy to find but hard to recover from. Do you see the black shafts that look like they don't go anywhere? Bingo! Just hop and glide from platform to platform to avoid them.



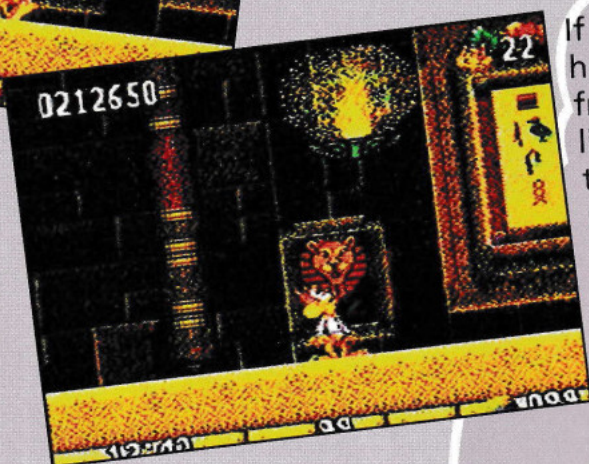
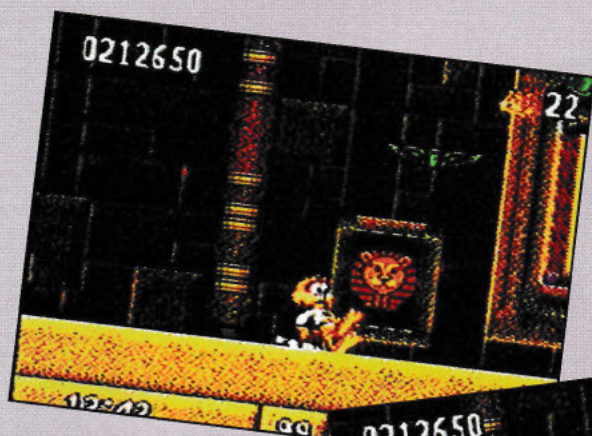
There are also ancient Egyptian jumping pads in this level (not to be confused with the dark brown shafts that lead to those mystical golden discs). You can use these little miracles of early technology to catapult to dizzying heights and even more dizzying amounts of goodies.





Tip:

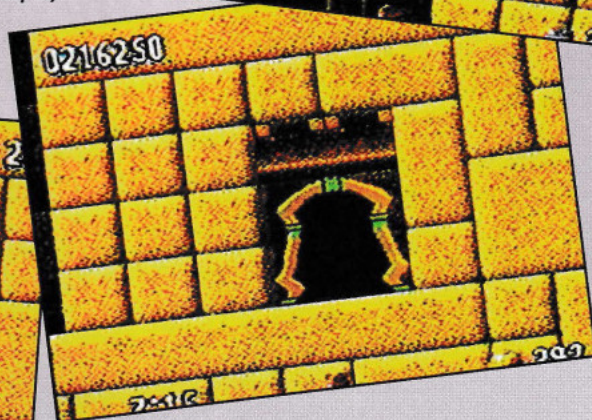
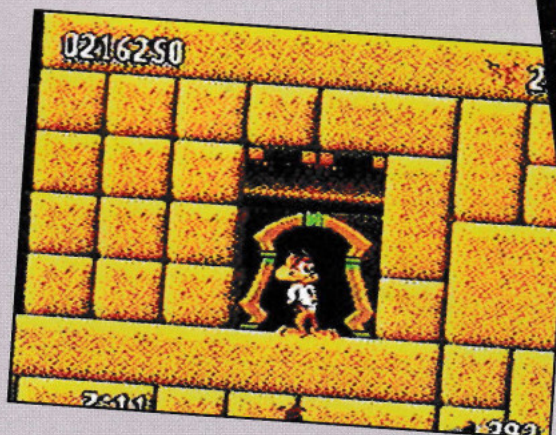
Press the Jump button for extra distance.



If you see a painted lion's head on the wall, stand in front of it and press Up. The lion's head is actually a switch that will open doors or close up the bottomless pits mentioned earlier. (I'll take ten of those to go, please!)



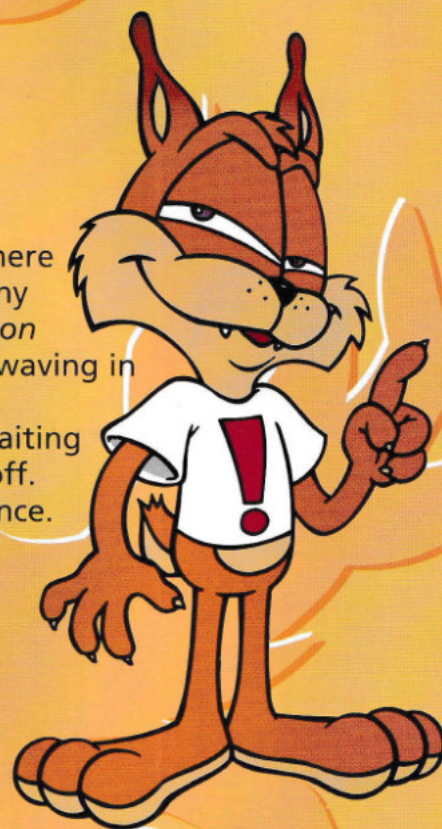
When you're gliding down a wall or jumping up it, try pressing against a wall. Often you'll find secret passages that can't be located by any other means. ("You're kidding," says the wimpy game player. "How can I do that while I'm trying to control where I'm going?" That's what separates the amateurs from the purr-fessionals, like us, right? I'm sure you'll get this trick in a snap.)



Medieval

Welcome, one and all, to the glorious land of Hamalot. Where the French Toast is always golden, the eggs are always sunny side up, and they *never* serve bacon or sausage. (*Not even on Sunday.*) Ah yes, Hamalot, with brightly-colored pennants waving in the breeze, solid, ancient castles overlooking the land, and henchmen at every turn waiting

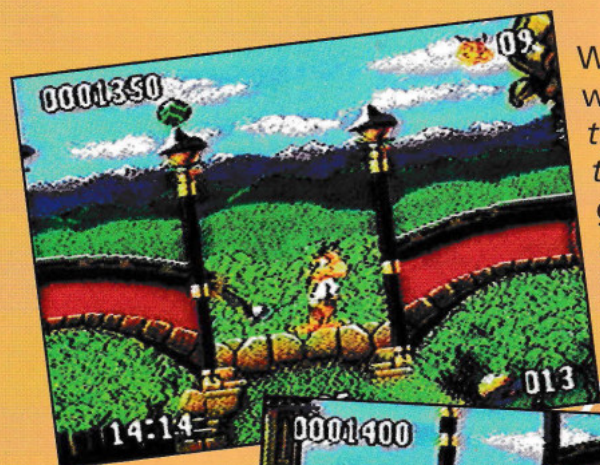
to knock your block off. The history, the romance. (*What romance?!*) I'm beside myself.



There are trees in the Medieval World that have secret elevators in them.

(*And you thought the gothic cathedrals were impressive!*) If you jump up at the right spot when you're behind them, you'll be lifted into the treetops. While you're there, you can search the branches for Power-Ups and other hidden goodies. (*Sheesh, they didn't even ask what floor I wanted.*)

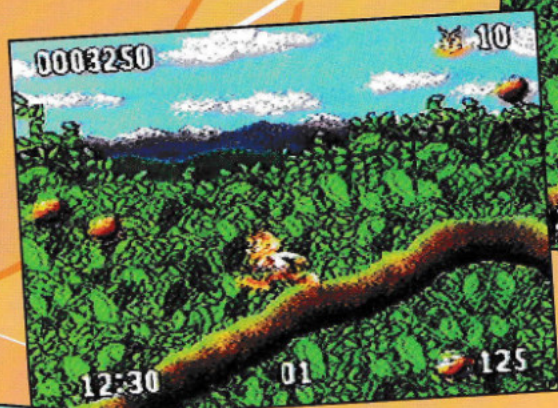




When you see a switch, trip it so you can see what it does. (*Hey, they say that curiosity killed the... gulp... bobcat. There better be something really good in this for me.*) Chances are good that it will open doors that lead to secret treasure rooms, making it easier for you to collect all the goodies inside. (*Yeah, now we're talkin'!*) If the switch you tripped opens up a section of a bridge, remember to look under the bridge itself for hidden items.



Above some of the underground rooms, you can look for empty knotholes in the grass that mark secret exits. After this is accomplished, try jumping into the ceiling. (And rap my head? You're kidding, right?) You won't rap your head, but you will pop out above the ground instead. (I stand corrected.) It's a good idea to remember where those passages are located—they're usually shortcuts.



It's less of a task to use Smart Bombs for fire-flies, flying squirrels, and bees than the Ballzooka. I recommend using the Ballzooka for everything else. (Including that stubborn soap scum in the shower?)

The one enemy you'll want to hop and glide on in the Medieval World is Hoppin Hood because he just won't hold still long enough to become a trading card! (The nerve! Put a mask on him and he thinks he owns the place. Sheesh.)



Some warp caves in this world will take you to mini-game bonuses. Other warp caves will lead you to different areas in the level. Always be on your guard as you exit each cave. Something is *bound* to be waiting for you after you exit. (Well, if they're tied up, what do I have to worry about?)

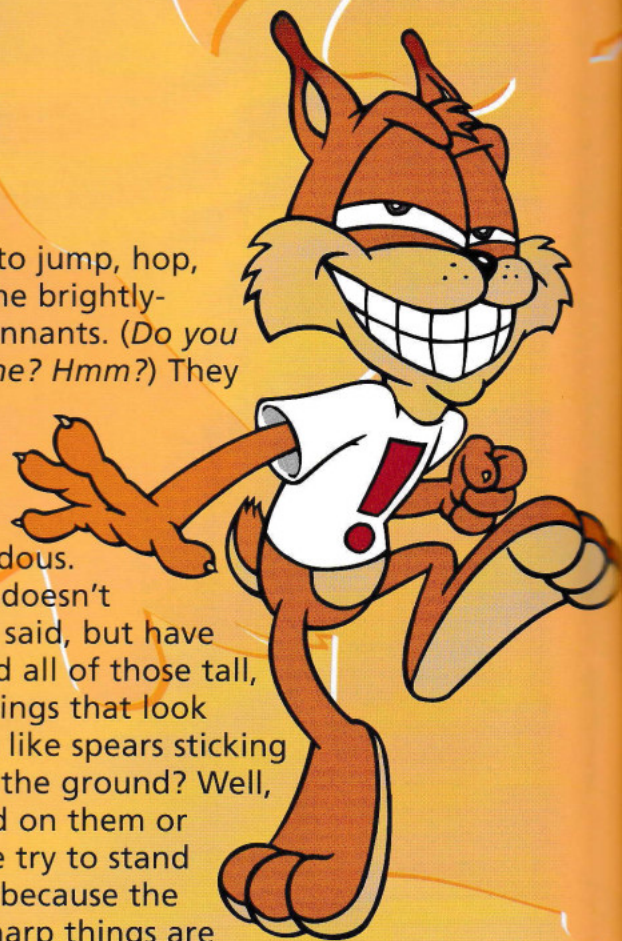
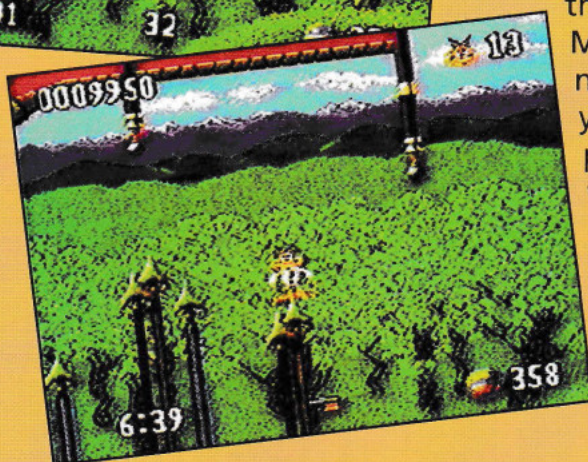
Remember to have your Ballzooka ready to crank out some trading cards, just in case.



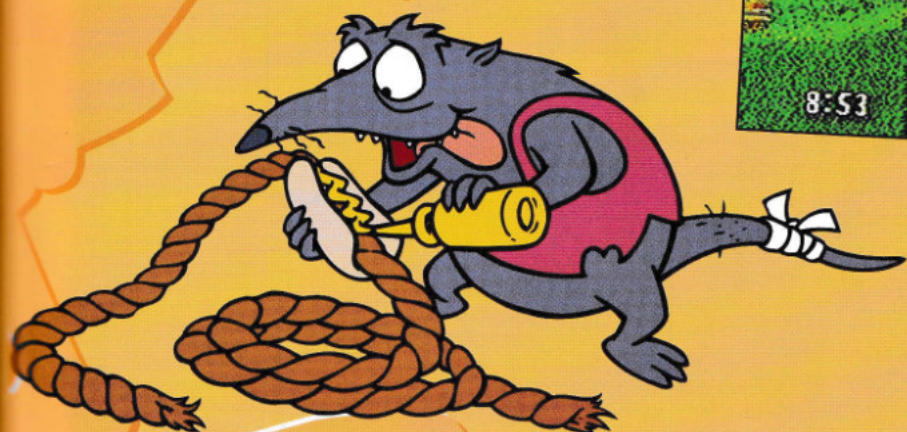
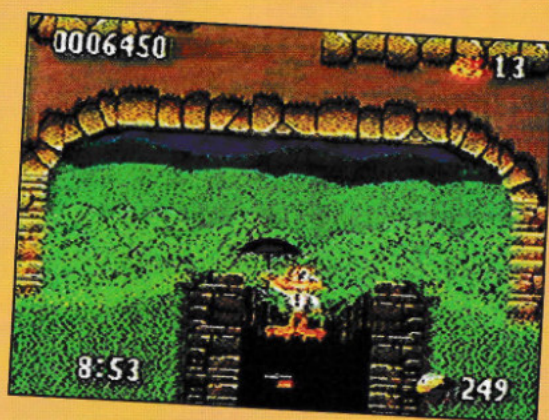
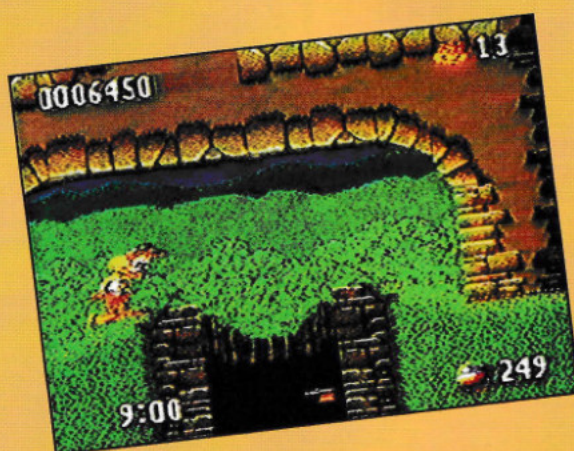
You shouldn't try to jump, hop, or crash-land on the brightly-colored waving pennants. (Do you act like this at home? Hmm?) They will mess up your glide and they may perhaps toss you onto some-

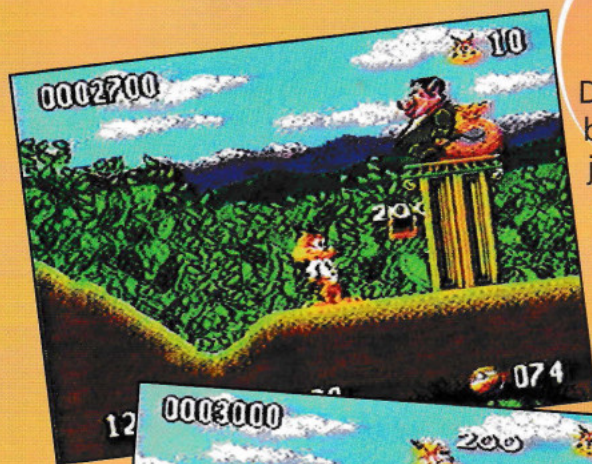
thing hazardous.

Maybe this doesn't need to be said, but have you noticed all of those tall, pointed things that look very much like spears sticking up out of the ground? Well, don't land on them or otherwise try to stand on them because the pointy sharp things are out, remember?

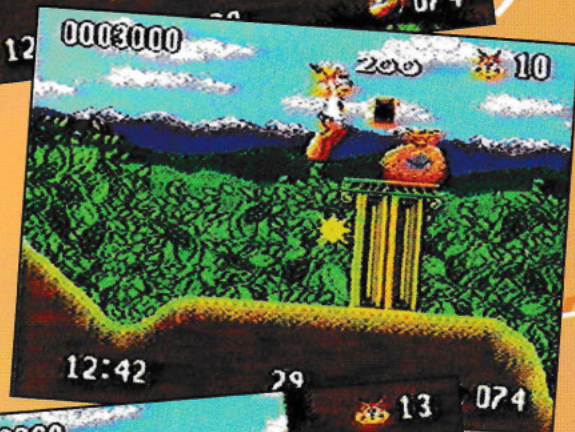


The top part of the castle is a spectacle to behold with its stained glass windows shining in the sunlight. You'll be happy to know that most of the Power-Ups and other goodies in this level are located in this part of the castle. However, the lower part of the castle lies in ruin. Deep chasms stretch wide open, waiting to swallow up any unwary gameplayer. (So, what are ya sayin' here? Watch out for bottomless pits? You could've just said that, ya know.) The bottomless pits are especially wide in this world and can generally be found under the castles. For all we know they could lead to the castle dungeon—but do you *really* want to find out?





Do you see the large statue of the pig on the bridge? Well, you just go hog-wild and spring jump from his head. (*Ya-HOO! Yep, it just doesn't get any better than this!*) You'll receive a boost up into the trees and an opportunity to find Power-Ups and other toys. And what the heck, it was a lot of fun, wasn't it?



Music

It's been said that music soothes the savage beast. (Or the slightly grumpy bobcat, at the very least.) In the Music World, the hills and valleys were once alive with it. (Uh oh. *I feel a song coming on.*) That is, until Oinker P. Hamm added musical instruments to his gang of crooked henchmen. (I know the name of this tune: "Bubsy Saves the Day.") But now, you can help bring music and all its gifts back to the world. (Ah, get on with it, will ya?)



As you make your way through

the Music World, be-bop onto the bars that cross the note stems. It's easier to gain ground if you run over the top rather than hop from note to note. Plus, you'll be less likely to fall off, which means you won't have to climb back up to that point all over again. Sometimes, however,

there are groups of marbles floating just above the notes. If you're playing the High Score option, you might want to grab those marbles; but if you're playing the Best Time option, forget 'em and move on. You've got other fish to fry. (Yum! Trout or catfish? Hey, wait a minute. Where'd you find fish in the Music World?)

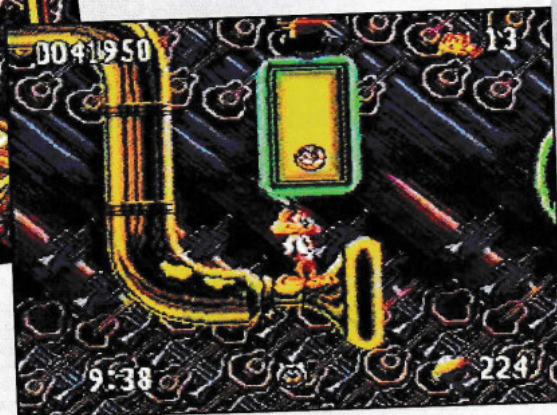




If you're hip deep in hopping hogs, but don't want to use a precious Portable Hole to escape, run to the closest upright horn. Then put on the diving suit and jump on in. You'll be transported into the Liquid Lunacy mini-game. (Eeeew, yuck! *This bobcat doesn't even want to know what's in that horn!*) Other than choosing the Mini-Games Only option, this is the only way to play Liquid Lunacy. (Lucky for me.)



You also can jump on top of a drum to pick up the beat and launch yourself into the air! These drums can lift you up to musical notes, Power-Ups, toys, and direction arrows. (*All the good things in life!*)



You can also use the drums as a quick get-away from the many barnyard and musical enemies of the Music World.

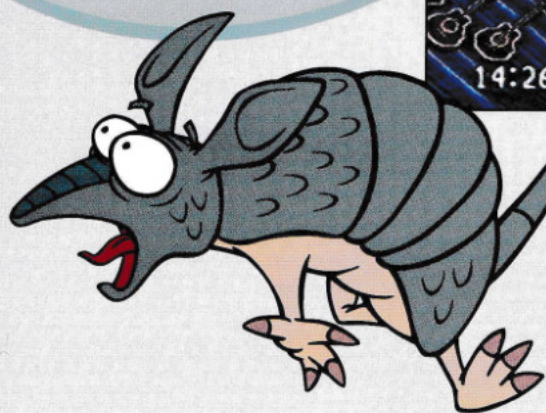
You can have a "blast" by jumping onto upright horns. The sheer force of the tune-filled air coming out of the horns will launch you higher up into the level—but watch out! If you jump toward a horn that's turned sideways, it'll toss you in whatever direction it's facing. The chances are that may not be the direction you want to go. (Anywhere but *Liquid Lunacy* sounds like a good direction to me.)

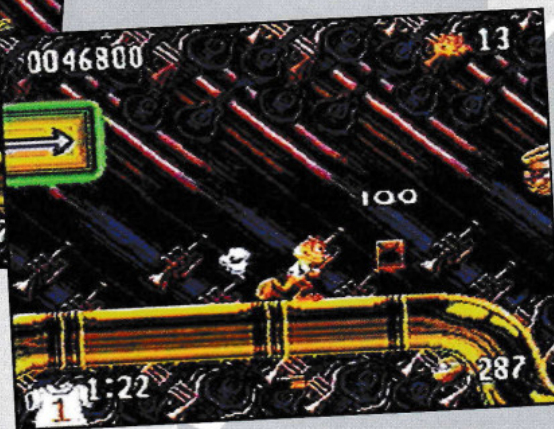
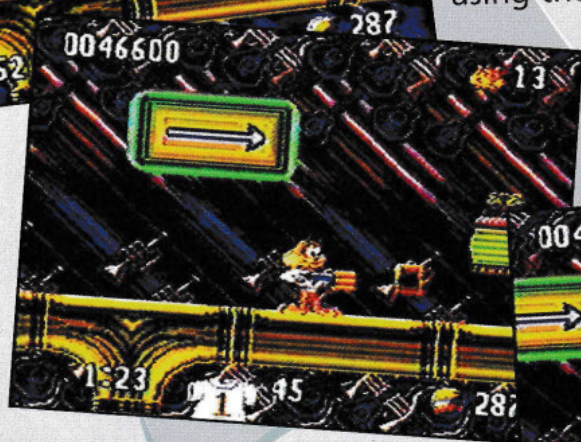


If you decide to take the low road for awhile in a level, don't fall, step, or run into the piles of sharps lying at the bottom of some of the valleys. (Jeez, *I can't stand anything that's sharp—not even notes!*) They're pointy, dangerous, and make you completely tone-deaf if you touch them.

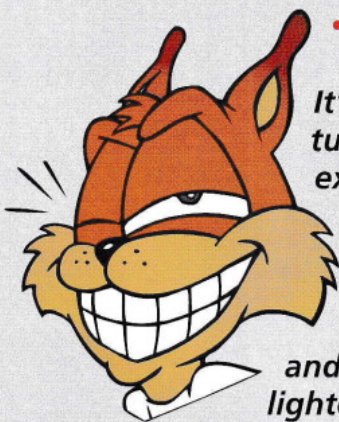


You should avoid them at all costs or you'll be out of tune and out of the picture. (Plus, they won't ever let ya play Vegas again! Found that out the hard way, I'll tell ya....)





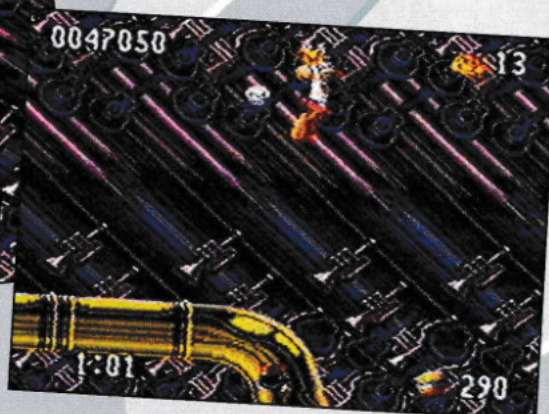
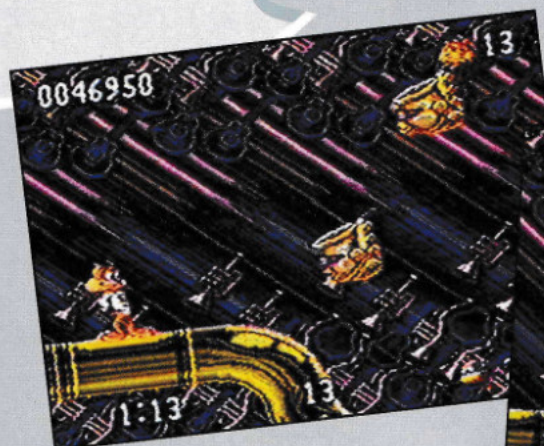
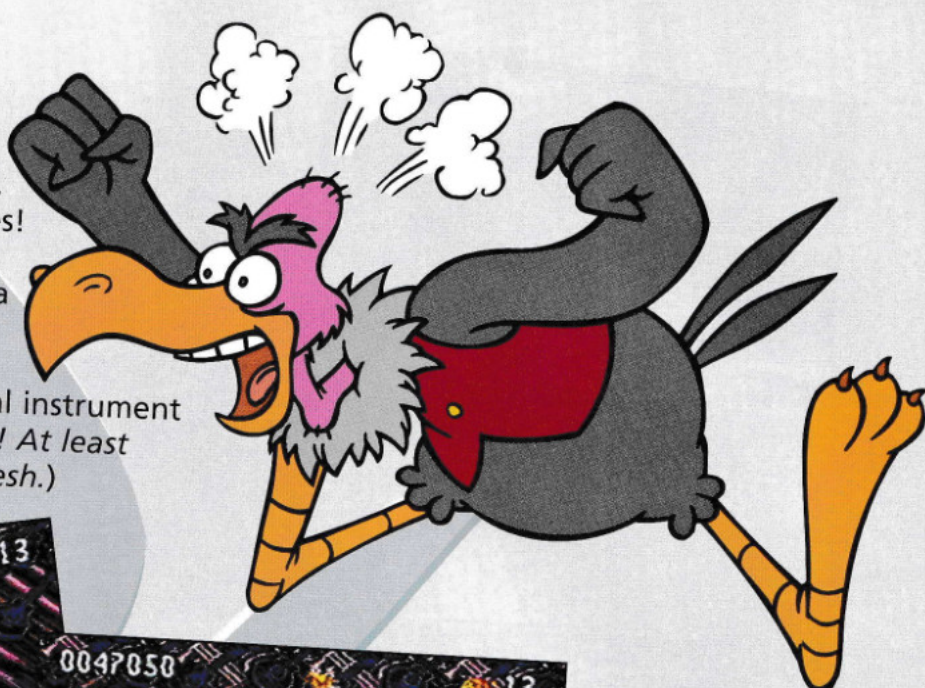
You'll be in good shape if you use the Ballzooka as often as possible here. Some of the musical instrument enemies move in crazy ways. The real hazard to your health here is getting close enough to hop and glide on the instruments. Besides, the more you practice using the Ballzooka, the better you'll get. Just think of all the juicy trading cards you'll collect. (That's better than a box of Tuna n' Cheese Kitty Krunch Snacks any day.)



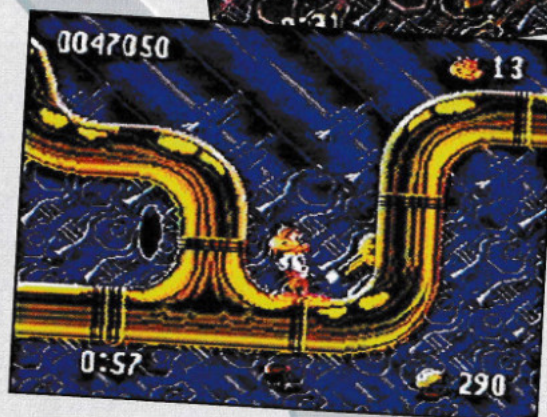
Tip:

It's important to keep the Ballzooka option featured on the game screen at all times. For example, to blast enemies that are standing on a ledge you want to jump to, rock your thumb from the Jump button to the Fire button. Bubsy will jump and then quickly fire the Ballzooka. If you jump too high the first time and miss, try pressing the Jump button a little lighter to bring your jump down a bit.

Quick! Up in the sky. It's not a bird, not a plane, it's... a bunch of flying saxaphones! How do you rid yourself of this aerial frenzy? Why, use a Smart Bomb, of course. Smart Bombs instantly turn any horrible, honking musical instrument into marbles. (*What a racket! At least Lambo can carry a tune. Sheesh.*)



If you've been wondering whether or not it's OK to go near those brightly colored, but suspicious-looking singing mouths, go ahead and check out their vocal cords. They won't bite. However, if you go too far in you'll find yourself in a mini-game or another area in the same level. (*Wow, a whole choir of wacky warp caves. Who knew?*)

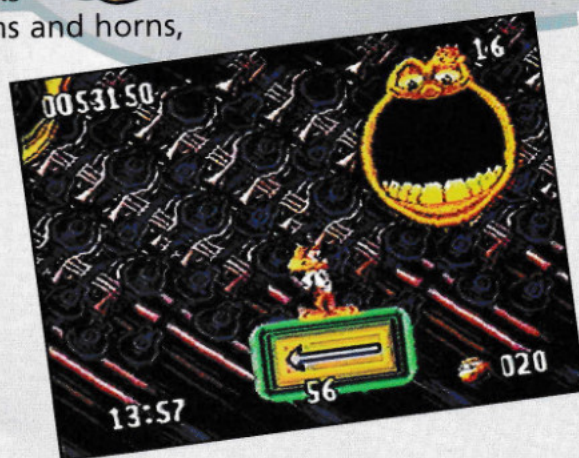




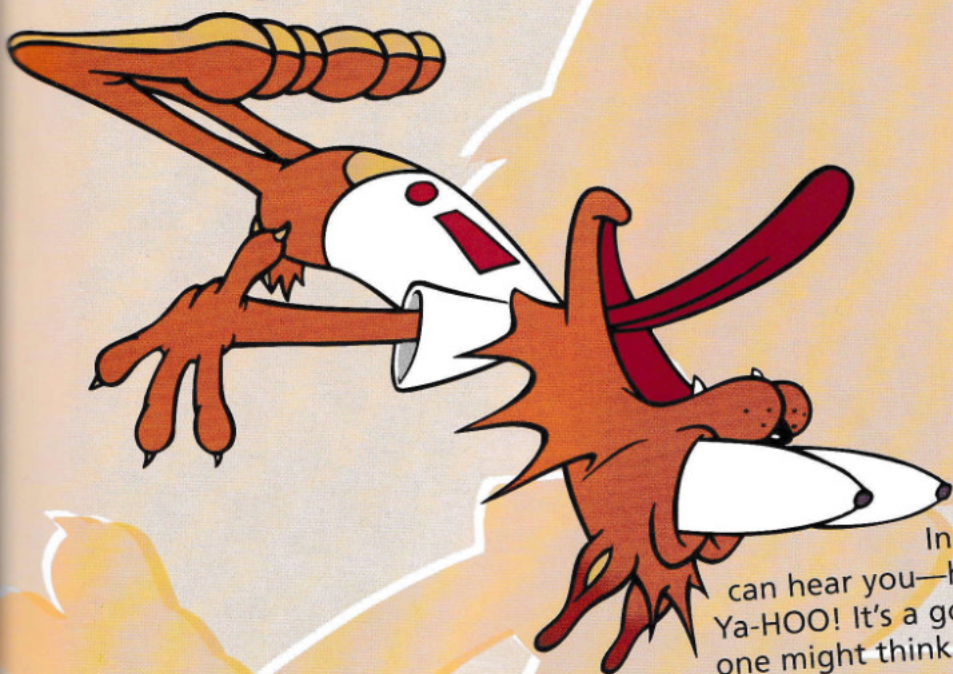
When you find a switch in the Music World, it will usually lead to some Power-Ups and other toys. (Oh, well, at least I get to play with the toys.) You need to trip them as soon as you find them and then go collect the goodies.



Follow the direction signs in this world, unless you have memorized each level; otherwise, you'll be hopelessly lost. (Hey, thanks for the advice, pal!) After jumping on drums and horns, dodging enemies, and having your sense of direction scrambled in the warp caves, it's nice to know where you're going. (Being lost can be fun, just ask the Bubsy Twins.)



Space Pirates



In the vastness of space, no one can hear you—hop on a hog's head and yell Ya-HOO! It's a good thing, too, because some one might think you're having too much fun as you glide, almost weightless, and land on the floating platforms and planetariums of the Space Pirates World. Can you find the Big Dipper in this picture?



Because of the decreased gravity, you can jump, glide, and fall a lot further. (Whoa! Look ma, no hands!) You can take a flying leap and glide to see how many enemies you can bash in a row.

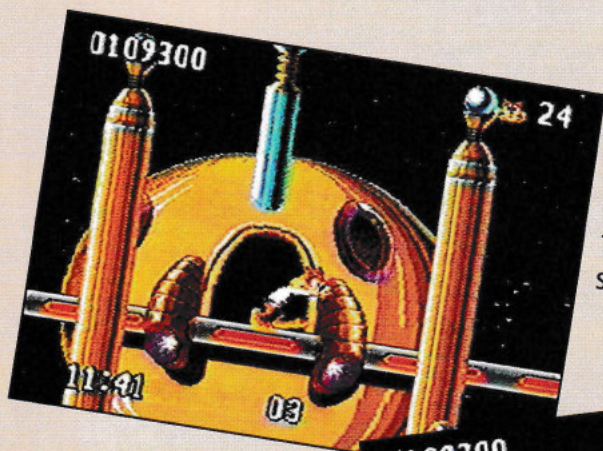




Tip:

Keep your thumb on the Glide button to make the most of this move.

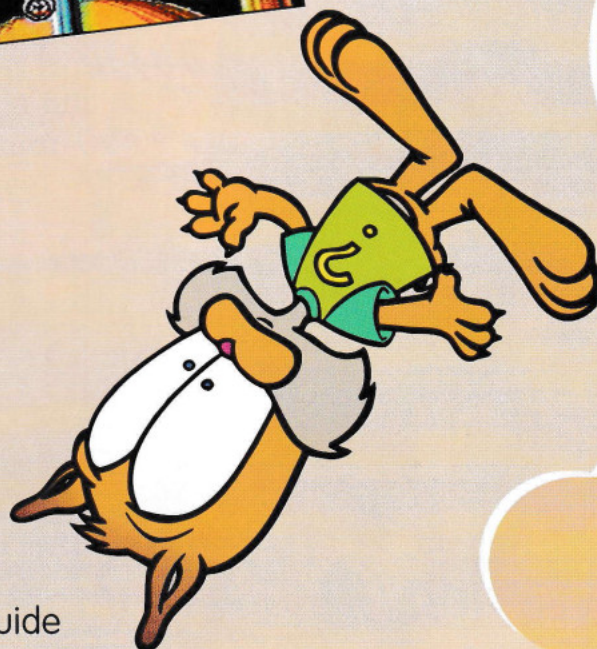
You gain more points for every enemy you bop before touching the ground again. Or, if you don't like to get that up-close and personal with Oinker's henchmen, play it safe and use a Smart Bomb or the Ballzooka.



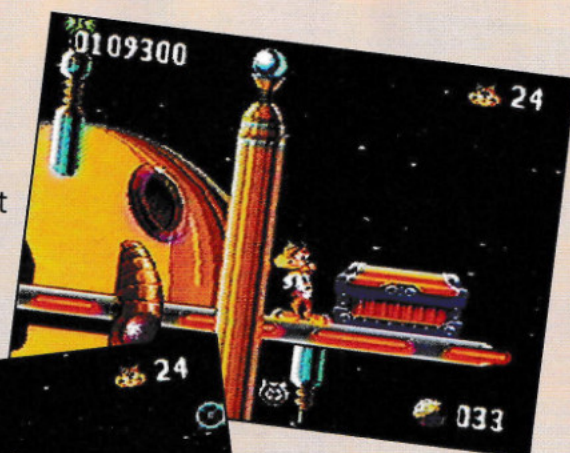
However, just because you're lighter than air doesn't mean you're invincible! Watch out for the floor spikes that appear and disappear on a six-second cycle. (*Buck Rogers never had to deal with this kind of stuff!*)



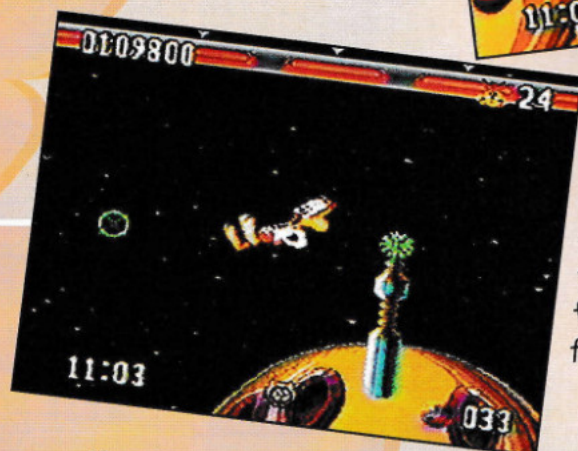
When the green light starts flashing red, the spike is ready to appear. The spikes always poke up twice and then disappear. When the light is green, it's safe to walk on the spikes again.



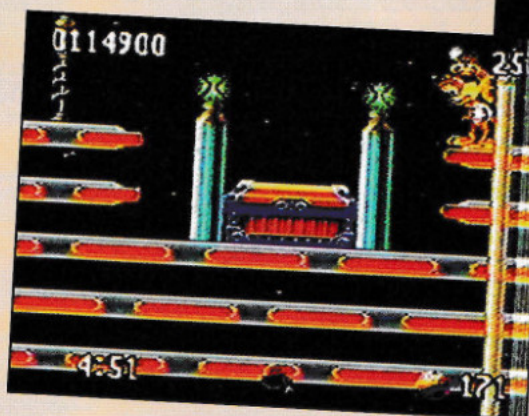
Hidden treasure abounds in the Space Pirates World, but the key is to know where to find it. You must be willing to go into an area that doesn't look like it has much in it. You will usually find hidden goodies or treasure in these areas. Try to find and open treasure chests for additional points, and check inside and behind pillars for hidden marbles. But don't forget to watch out for disguised marbles in front of glowing "Butt Burn" pillar tips.



However, the glowing "Butt Burn" pillar tips won't hurt you. (Speak for yourself, huh?) In fact, they can sometimes be used to get a leg up in a level. If a platform can't be reached after a regular jump, hop onto a "Butt Burn" pillar. It will give you an extra boost to reach the platform. (Yeah, right, and I can smell the smoking fur as we speak! Sheesh.)



If you find any switches, don't hesitate to trip them. They always do something good, like opening a passage that leads to a secret treasure room or helping you to avoid running into red-glowing-electric-bolt-throwing things. (Hey, Wordsworth. I hope they're giving you extra coffee for the big-time descriptions.)



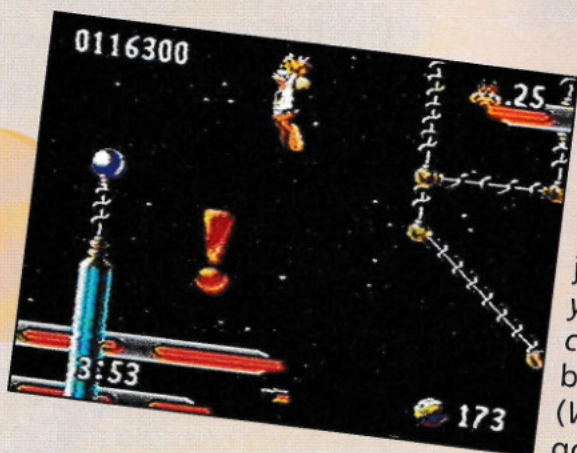


When you find a Ballzooka in this world (...consider yourself one lucky bobcat), it usually means you'll need to use it someplace nearby. (Hey, isn't that what I just said?) The best way to play this situation is to have your Ballzooka at the ready, so that as soon as you see a bunch of wild Henchhogs (or any other group of barnyard bad guys) you can bonk them right away with your Nerf balls.

Yo ho! Anchors away... as long as it's not on your head! Those crusty ol' Space Pirates are on to you and they know you've been kindly collecting the treasure from their hidden treasure chests. Now they want to drop an anchor on you for all your trouble. (Jeez, thanks pals!) How can you avoid this hazard from above? You can jump past a dropping anchor, but just be sure not to fall or glide down onto one. (Can you say, "Pop goes the bobcat?")



You can re-enter some of the rocket ship flying areas several times. If you can find the warp door in each of the levels that takes you there, make a mental note of it for later. As you cruise through the stars in your rocket ship, blast all the meteor monsters first, and then come back through and pick up all the cool stuff. (I just can't resist flying in those rocket ships, feeling the wind in my hair—yeah, all of it! What?! There is no wind in space? It's a vacuum, a void, so I have to wear a space helmet? Oh. Is it a cool-looking space helmet?)



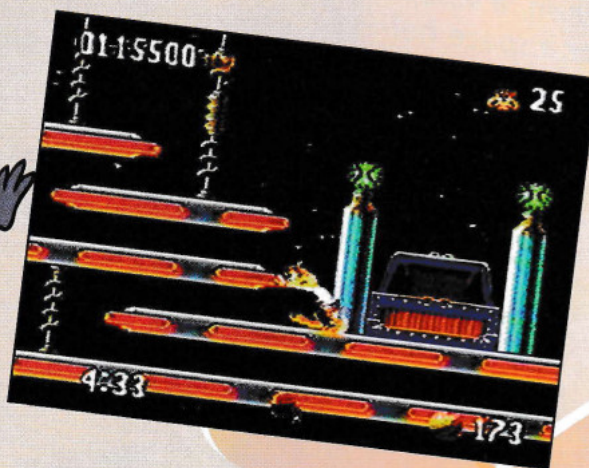
You can try going back through a warp door that you previously came through. It may (or may not) take you back to where you just came from. (D'ya think you could get a little more confusing here?) Just so the bobcat can understand it, (Watch it!) here goes. If you go back through a warp door, you may not come out in the

same place every time you re-enter that particular door. But it doesn't matter because you'll always run into some great stuff, like mid-level markers, Souvenir T-Shirts, marbles, and other things. (I'm not buyin' it, not even for a dollar.) Just take my advice and don't skip traveling through the warp doors.





Space, to most of us, is a big place. But it's pretty darn huge to a humble bobcat. (*Humble? NOT!*) You've been all through the level and now you're asking yourself: How the heck do I get out of here? It's easy. If you just follow the purple arrows to the exits, you'll find the end-level marker and your chance to exit.





Mini- Games Frogapult



You need to try to hit as many of the targets as you can with the frogs to win extra lives for Bubsy. For the record, five frogs equals one extra life. (Just ignore any noises the frogs might make about it. They love this game—they really do!)

The idea of this mini-game is to try frogapulting as many cats (*Hold on, just a claw-picking minute!*), that is, catapulting as many frogs as you can toward a variety of targets in the water in one minute. (*That's better.*)





Tip:

Use the control pad to line up your frog with the first row of beach toys. When the catapult on the track is loaded with a frog and in front of the target, press the Jump button and let it rip.



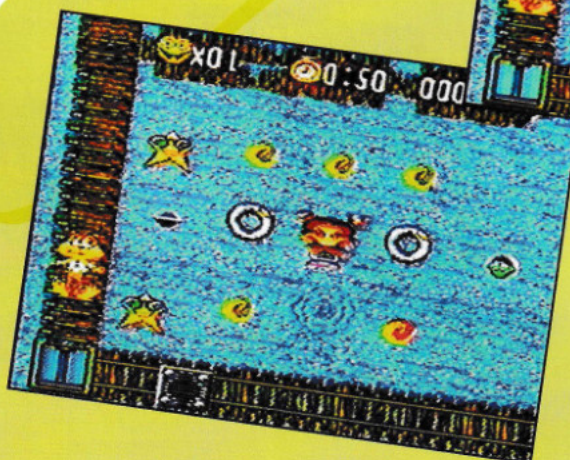
Tip:

While the frog is in the air, you can tap the control pad ever-so-slightly (Left, Right, Up, or Down) to guide the frog onto a cushioned landing.



Tip:

Hit all of the stationary targets first, one row at a time, before you attempt to try for the hard-to-hit moving targets.



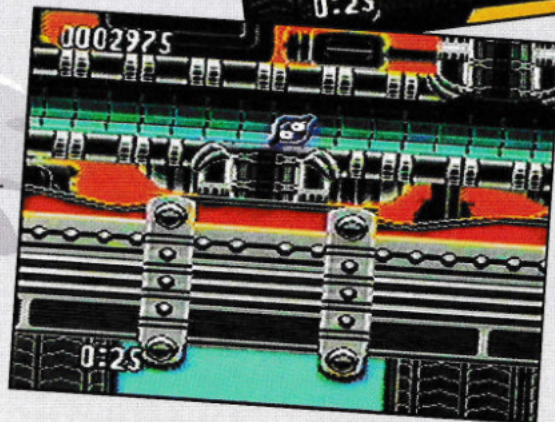
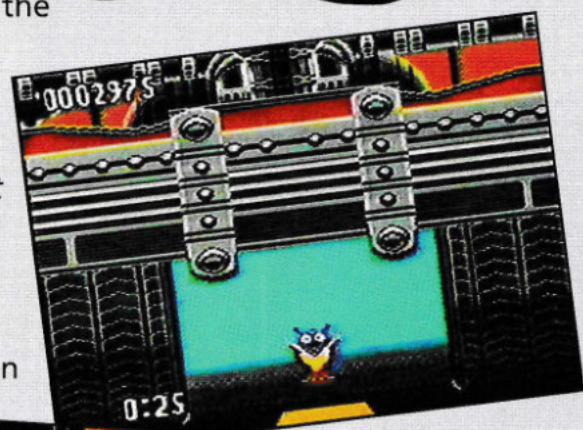
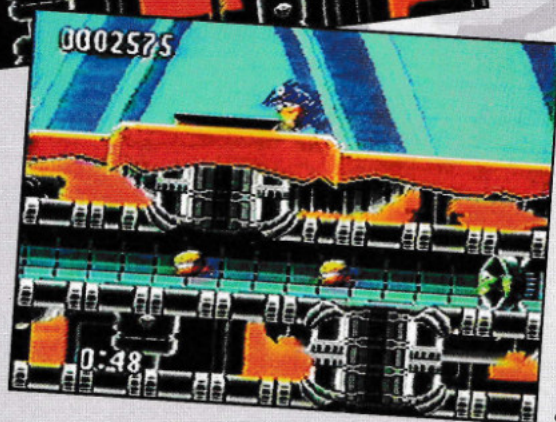
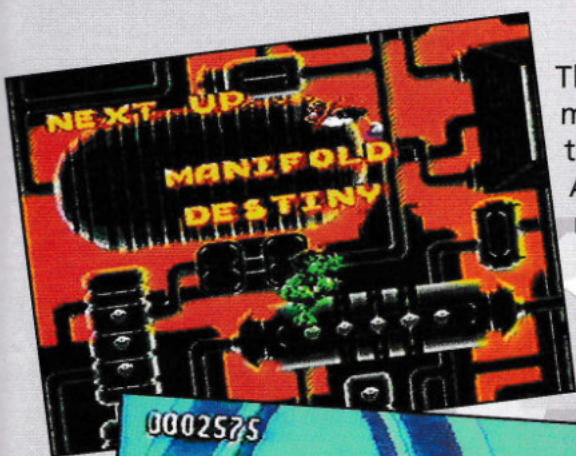
Armadillo Drop

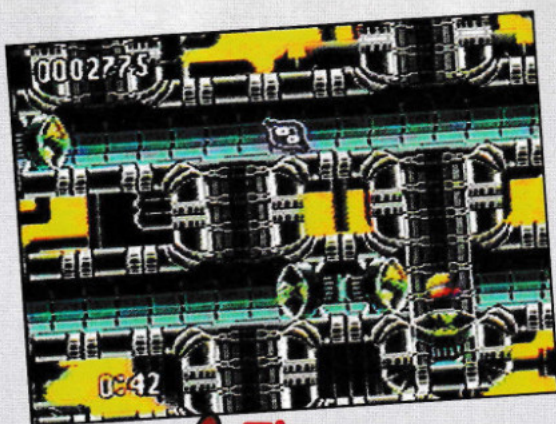


The concept behind this mini-game is to help Arnold Armadillo roll through the inside of a trucker's semi using a complex series of bumpers and blowers guaranteed to frustrate and bewilder even the most hardcore gamer. (Didja mention they only have a minute to get it done? Huh?)

You need to safely steer

Arnold to the bottom of the truck as fast as you can because every second remaining on the clock is added to your point total at the end of the game. The more time you have left, the more points you score. (Didja mention the tires, yet? Didja??) Also, you must avoid letting Arnold fall onto the truck's tire. If he becomes a retread, you'll lose all your points for sure.





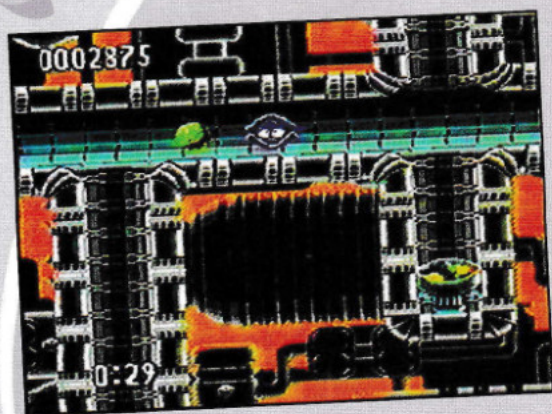
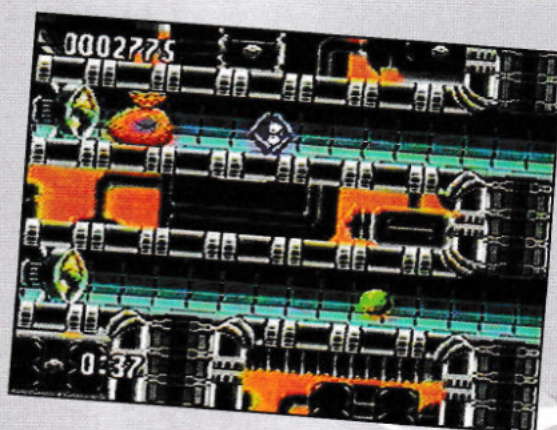
Tip:

Use the control pad to activate the fans that will push Arnold Left, Right, Up, and Down. You just need to tap the controller slightly so he won't fly out of control.



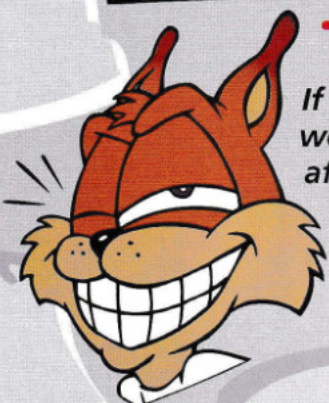
Tip:

Try using both thumbs on the control pad to change Arnold's direction quickly. For example, Arnold has just been blasted upward and you want him to enter one of the side tunnels to the left. Just tap Up on the control pad with one thumb to keep him floating in the air and when he gets close to the opening of the tunnel, use your other thumb to press Left on the control pad.



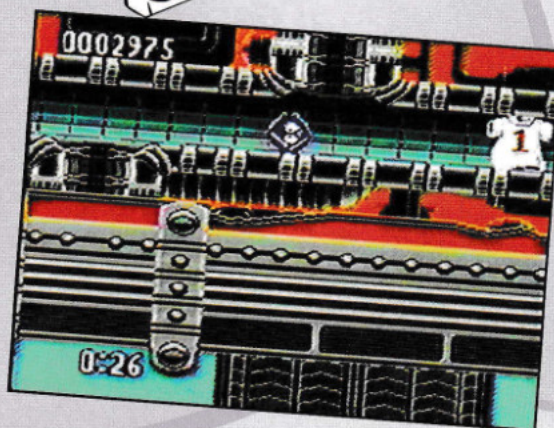
Tip:

Try to make Arnold roll over half bubbles if you see them. The bubbles open doors that usually lead to a safe way out.



Tip:

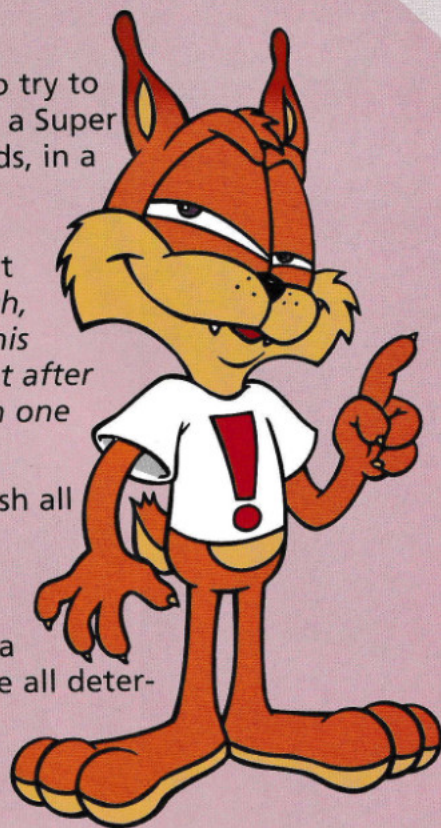
If you know the maze well enough, try to go after some of the hidden marbles and Power-Ups.



Liquid Lunacy

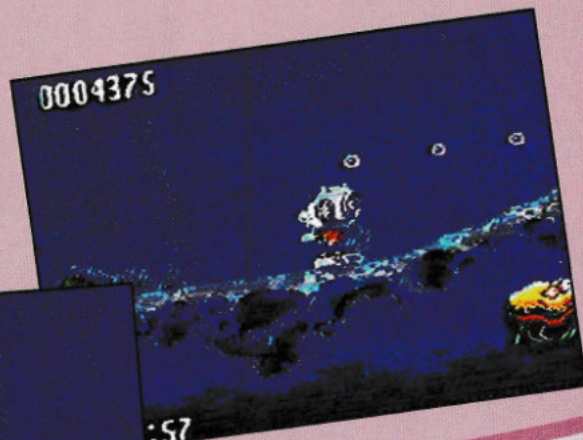
The idea of this mini-game is to try to collect bubbles, and ultimately a Super Marble worth ten Trading Cards, in a sparkling, underwater fantasy world while wearing a huge, bulky diving suit that makes it hard to even run or jump. (Oh, and I'm supposed to enjoy this part? Yeah, sign me up, right after playing ping-pong with one of Oinker's henchpigs.)

You'll want to accomplish all of that while avoiding peanut butter and jellyfish (also known as PB&Jfish), blowfish, and a wicked whirlpool that are all determined to stop you in the one minute you have to play.



Tip:

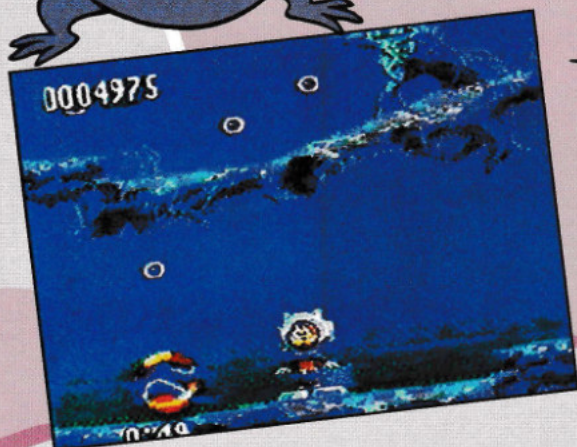
Collect the bubbles along the first level of coral. Wait for the whirlpool to come up to the first level. Jump down to the next level, quickly collecting more bubbles. Avoid touching the PB&Jfish—it'll stick to you, like gum on the bottom of a shoe, and slow you down.





Tip:

If the whirlpool comes down to meet you, either hop down to a lower level, or hop and glide onto a PB&Jfish or blowfish to bounce to an upper level. Don't do the hop and glide while the whirlpool is above the fish, though. You'll just bounce right up into it and get pulled out of the game.

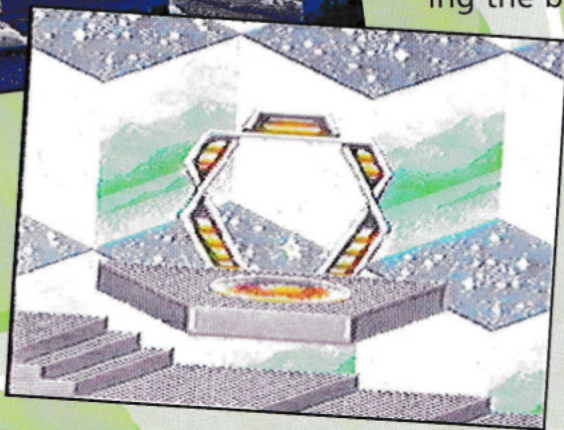
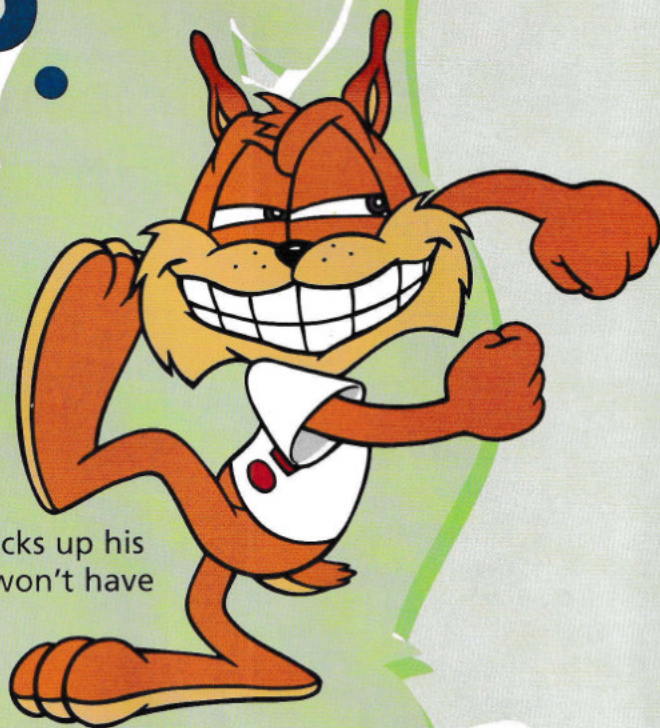


Tip:

If you are able to avoid the whirlpool long enough, you'll find the Super Marble. Collect it to win ten Trading Cards.

The Pig Boss, Oinker P. Hamm

You've tagged the end-level marker in all five worlds. They've kept you really busy, but now you're looking for Oinker P. Hamm. The Boss Door is open and waiting for you to step inside. The Pig Boss has been watching you, and he's been busy tucking all kinds of mean and dirty tricks up his sleeve. So be careful and watch your step—you won't have time to ask him to remove his coat.



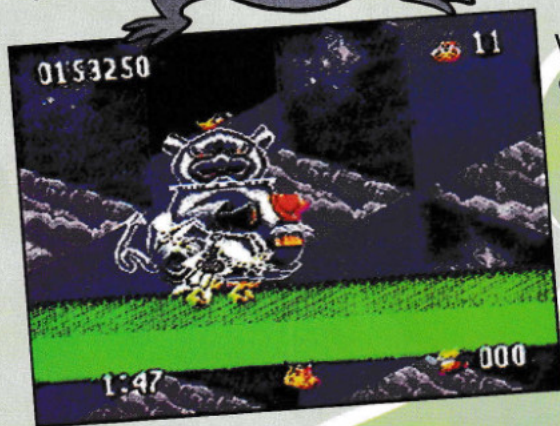
The first and best tip for you to use is to have plenty of lives saved up before you enter the Boss Door. If you have to, sell some of your toys in the Amazatorium Gift Shop. (*Except for your Portable Holes. Tell ya why in a bit.*) You won't be able to use them against the Big Guy anyway. Try to keep an eye on the number of lives you have left during the battle. If you're down to one or two,

politely excuse yourself, pull out a Portable Hole, and get out of there! You can then go to a level you know really well and stock up on a few extra lives. After that adventure, use the Portable Hole to pop out of that level, and then get back to Hamm-boy with your second wind and a bit more room to breathe.



Hey, what's with the Oinkenator getup? Are they sure this Boss isn't a chicken?! He can't even meet you face-to-face, for cryin' out loud. (Maybe that's not so bad. I don't think his looks are anything to write home about.) All that does is make it a little trickier to defeat him. But you didn't come all this way to tuck your tail between your legs and run home, did you? All Right! Get going!

You should launch your first attack right away, hopping and gliding to the left to land on Pig Boss' head. Keep your thumb pressed on the Glide button and you'll manage to get in a couple of good bonks (three if you're *really* hot) before Oinker jumps once and tries to smash you into the Amazatorium ceiling. When he jumps, back off and try to hop off to the side until he's finished jumping. (Avoid the things he's tossing at ya in the meantime.) His jumps will occur every two or three hits you get on him, so be prepared to hop back again.



Whatever you do, don't spend any long stretch of time on the ground. Oinker is just waiting to grind you up under his hooves or worse. So don't give him the chance—hop back up to his head as soon as you can.

With eight hits or less remaining to defeat him, the Pig Boss' head starts spinning around and he'll stop firing at you. Continue using the hop and back-off strategy. With four hits or less remaining to defeat him, the Pig Boss' armor will drop away and reveal a pretty peeved Oinker P. Hamm inside. (Pay no attention to the pig behind the metal brain-pan! Hee hee hee! Gotcha, Hamm!) Keep your thumb on the Glide button and go for the gusto. After a few more hits, Oinker will be defeated.



Tip:

The Pig Bosses get harder to defeat the farther you go into the Amazatorium. On the First Floor, it takes 15 hits to defeat Oinker; on the Second Floor, it takes 25 hits; and on the Third Floor and in the Grand Tour, it will take 30 hits.

The Pig Boss also puts up more of a fight the farther you get in the game. On the First Floor, he'll shoot laser bolts at you; on the Second Floor, he'll shoot laser bolts and pies; and on the Third Floor and in the Grand Tour, he's just plain hard to put out of his misery.



Just in case the Boss battle isn't enough of a challenge during the Grand Tour, Oinker has another ace up his sleeve. A series of henchmen (five total) will pop out of trap doors in the Amazatorium background and try to fire at you during the Boss battle. In your spare time (HA!), hop and glide on them before they hit you. You'll have only a few seconds to try this before the trap door closes and another one opens in a different section. Good luck!



THE FIRST DOOM-LIKE GAME FOR THE SEGA GENESIS

Terrorists have taken over your defense forces and threaten to annihilate everyone. Your team's mission is to search the complex, collect an arsenal of weapons and wipe out the hostile forces. But beware, enemies can attack from behind closed doors. There is only one mode to adopt: ZERO TOLERANCE!

- You don't play this game, you survive it!
- Blazing fast, super realistic 3-D, 360° experience.
- Includes a free cable attachment offer allowing 2 players to fight each other. Separate games, Sega Genesis systems and TVs required.
- Search and destroy thousands of enemies through dozens of levels, in secret passageways, hidden behind doors and more.
- Huge variety of rapid-fire weapons and accessories to acquire throughout the colony complex.
- Hundreds of hours of heart pounding, adrenaline pumping, explosive, suspenseful non-stop action.

ZERO TOLERANCE™

Available now at your local video game retailer.
To order by phone, call 1-800-245-7744 in the U.S.
or (44) 081-788-0200 in Europe.



ACCOLADE™



Zero Tolerance is a trademark of Accolade, Inc. and Technopop, Inc. ©1994 Technopop, Inc. All rights reserved. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

YA GOTTA HAVE BALLZ™

It's 3-D Fighting At Its Ballziest!

This outrageous brawl-for-all takes fighting games to a humorous, all out cool, 3-D dimension. This is what fighting is all about—total humiliation, punishing your opponents, embarrassing them in combat and making them totally helpless.

- The ONLY Sega Genesis and SNES fighting game with incredible 3-D perspective and scaling graphics.
- A hilarious, hip, fun game with an attitude whose characters use weird attacks and taunt their opponents.
- Over 3 times more special moves than flat, 2-D fighting games.
- Take on 16 unique, outrageous characters and bosses created from a variety of balls, each with their own obnoxious personality.
- Check out the taunting billboards and video screens with hundreds of wisecracking taunts, special hints, and reactions to your moves.
- Watch your victory from any camera angle with an incredible zooming instant replay that takes you directly overhead.
- Add excitement and variety to your fight by morphing to another character at anytime.

The Sega Genesis and SNES games are available now at video game stores. To order by phone, call 1-800-245-7744 or (44) 081-788-0200 in Europe.

YA GOTTA HAVE A BALLZ T-SHIRT!

Only \$9.95 each (includes shipping, handling and tax). 100% cotton, short sleeve, 2-sided, white with black letters. Available in sizes large and x-large.

TO ORDER:

Please write on a 3 x 5 card your name, address, phone number, number of T-shirts and shirt sizes. Don't forget to include \$9.95 for each shirt and make order out to: "BALLZ T-SHIRT OFFER."

Send check or money order to: BALLZ T-SHIRT OFFER
PO Box 127, Riverton, NJ 08077-0127.
Please allow 4-6 weeks for processing.
Good while supplies last. Offer expires 6/30/95.
T-shirt offer only good in the U.S.



Ballz



ACCOLADE



BUBSY I & II

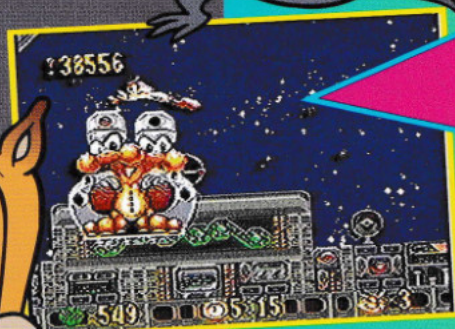
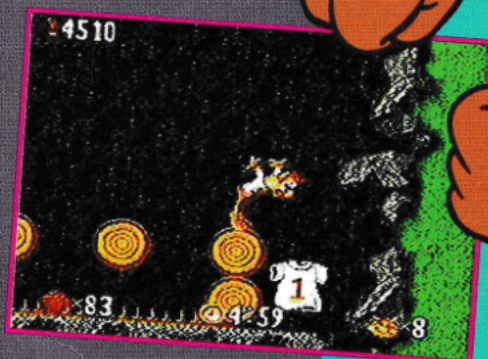
**Full-color
Amazatorium
level map**

**Shows the
location of
all 5 worlds
and the
mini-games**

**Game
Genie codes**

Special cat moves

**Secrets to unknown
worlds, hidden
rooms, and
adventure-filled
levels of fun**



BradyGAMES



**Covers Bubsy:
Claws
Encounters of
the Furred Kind
& Bubsy II**

**\$12.99 USA
\$16.99 CAN**



BUBSY I & II PLAYERS GD
1299 BRADY GAME
926922 QP 122394 MMGZ*6935

702 52 2
BA09 3 390 43 2